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Eh-oop, chuck!

TOMB RAIDER

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25 GAMES REVIEWED

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METAL GEAR SOLID • EL DORADO • WARIO LANO 3
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SUMMER 2000



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It's me, Mario!
Check it out my guide on
page 56!

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Rip us out and
stick us on the wall! Turn to
the table of the map!

Win
Loads of money
personal Quake -
turn to
p.14!

Let's see the best
GB Advance, See exclusive
data on p.14!

Check me out in
the reviews! They start
on p.16!

ed's
bit

Anyway, seeing that you're here, welcome to the finest Game Boy mag on the planet (hence the name Planet Game Boy). We've got a cracking issue lined up. For starters, we have actual screenshots from the Game Boy Advance (Nintendo will go mental when they find out as it's top secret until the Space World show at the end of August!) Then there's a huge Mario DX solution, tons of reviews, plus a poster with all 100 new Pokémon. So enjoy! Oh, and could you pass the Anders on your way out? Tell Adam (The Ed.)

Oh Don't you
ever knock!

WE WORKED LIKE DOGS!

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news FLASH

Pull up a chair and sit down to a heaping plate of news!

NEW POKEMON MOVIE!

LUGIA REVEALED!



If you're reading this in the States (y'all), you'll know that the second Pokémon movie, rather craptily titled *Pokémon 2000*, is out now. Known as *Revelation Lugia* (a much snappier title, we think) in Japan, the film tells the story of an evil villain Giroudon who brings his flying fortress to the Pokémon world in order to steal the three legendary bird monsters - Articuno, Zapdos and Moltres. He also stops off to pinch new Water Pokémon Lugia (a kind of extra mean and scary Lapras) and it's up to Ash and pals to stop him. The film also features familiar friends like Misty, Team Rocket, Pikachu and Professor Oak, along with several new human characters.

We won't get to see the latest Pocket Monster flick in this country until early next year, as this movie is designed to tie in with the release of the *Pokémon Gold* and *Silver* (so don't get telling us the surprise ending, or anything) Game Boy games. Since the name *Pokémon 2000* is somewhat time-sensitive, maybe the film will revert back to its *Revelation Lugia* title. Or maybe it'll just be called *Pokémon 2000*.

GAME BOY WINS AGAIN!



NEO GEO OUT IN COLD

ek! Another handheld console's learned the hard way not to go up against the all-conquering might of everyone's favourite portable. (The Game Boy, ya big dimmock.) SNK, makers of the Neo Geo Pocket, have announced they're pulling out of Europe and the US. Despite strong sales in the first few weeks, they've gone on to take a right hammering in the charts. The Neo Geo had billions of decent beat-em-up titles (like *The Last Blade*) but unfortunately not a lot else and it seems that the lack of variety was partly responsible for the console's demise. However, despite efforts like *Cord Fighters* (Clash what SNK's handheld effort really lacked is what gaming scientists (like Professor Oak!) would call the Pokémon effect.



NEWS NEWS



Do the
Shake 'n' Vac and put the
freshness back!



GET MEW FOR FREE!

Pokémon! It's the biggest thing since the biggest loaf of sliced bread you've ever seen, and even though it was thought up way back in 1988 by a man waiting in line for a bag of chips in Stamford (You kid - E.G., thank us now the craze is fading. Anyway, by the time you read this, Nintendo's summer conference will have travelled halfway around the country, bringing together the UK's top Pokémon trainers for some heavy battling. Since the competition is already in full swing, there's sadly no room for anybody else to join the 2000 hopefuls, one of whom will be crowned as the British Pokémon Master. However, even if you're not one of the chosen few you can always pop along to your nearest event to meet other players and maybe swap a few monsters. Oh, and did we mention you can download Mew while you're there? The rarest of the rare, the cutest and most powerful monster of them all. Bring your Game Boy and your Pokémon card, and you'll be walking away with monster number 151 in your pocket. Here are the remaining data and veritas. Don't be late, because the Mew quote will probably be enormous!

So once again the Game Boy is the undisputed featherweight champion of the world. If you're unlucky enough to have a Neo Geo lying around, the only way you'll be able to get games in the import is from a Japanese importer.

For everyone else, the future looks increasingly bright. Check out our preview section starting on page 6, to find out where the immediate future of handheld gaming lies. Stick with Planet Game Boy for all the latest news!



SNAKE'S RUMOUR BOOMER

GB METAL GEAR SOLID 2?

After overdoing on the hay-fever tablets and woosily letting slip that next-gen title *Metal Gear: Sons of Liberty* will be compatible with the Game Boy, Konami have sent the rumour mill into overdrive. For starters, *Sons of Liberty* has been confirmed only for the

PlayStation 2. But there's absolutely no way that Nintendo would let any developer connect their prized handheld to the biggest rival of the forthcoming Dolphin, so what's going on?

Well, it turns out that Konami have some close ties with Nintendo of Japan. The two gaming

giants have jointly formed a new company specialising in Game Boy internet software called Mobilia 21.

Our best guess is that the new AGS will come out on the Dolphin, as well as the PS2. This seems likely as AGS producer Hideo Kojima has recently complained about the quality of the PS2. *Sons of Liberty* will probably have a network game, and that's where the GB link-up would likely come in (unlocking new areas, say). We'll let you know for sure as soon as our spies report.

MONSTER SALES

65M POKEMON! ERK!

Pokémon is bigger than ever - and that's official! Despite the original games having been available in Japan for four years, Nintendo have reported a 220% increase in sales since last year.

An astonishing total of 65 million carts have been bought by gamers around the globe, securing Nintendo's position as the world's number one software manufacturer.

With Pokémon Silver, Pokémon Gold, Pokémon Pinball, Pokémon Snap and another movie (as the Lugia Revealed story opposite for more details) still to hit European shores, another big year is in prospect. Nintendo are certainly confident, they're predicting even greater things for the Pokémon franchise over the coming year. Blimey!

PUBLIC TRY-OUT GB ADVANCE!



TESTING, TESTING!

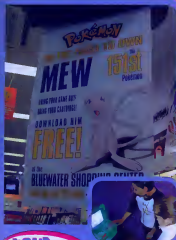
In preparation for the Game Boy Advance debut at the annual Space World show on August 25th, Nintendo have been recruiting dozens of short-term games testers to ensure that the lineup of launch titles is as bug-free as possible.

The testers will earn around £5 per hour for playing with real GBA titles and pointing out any parts they think could be improved to the developers. Is that the best job in the world or what?

One of the games currently being tested by these lucky bods is an RPG

from Camelot, the people behind Mario Tennis and Mario Golf. This top secret and as yet untitled game was originally scheduled for the N64 before its designers (the Takashi brothers) decided they could do it on the Big N's ultra powerful new handheld. Beautiful! What does that say about the quality of games we can expect to see on the Game Boy Advance?

With any luck, an English translation will be available by the time the GBA is released in this country. We just can't wait to see how the Takashi brothers debut turns out!



BOUNTY DROPS

2 August	Kestonport, Whitby Co. Antrim
4 August	Droghda Centre, Dublin
8 August	Queen's Arcade, Cardiff
9 August	Birmingham Centre, Southampton
10 August	Birmingham Centre, Manchester
12 August	Birmingham Centre, Bristol
14 August	Middlesbrough, Sheffield





Any time now!

(Link's boots and his) better. How cool! Get ready for three really interesting!



TICK TOCK TICK.....

Legend of Zelda: TRILOGY

OUT: DECEMBER 2000 FROM: NINTENDO/CAPCOM



Honestly, with you for a Zelda game, this is more than enough!

After years to create, the new game from Nintendo's Master Quest on the Game Boy Advance is due to be released in the next few months. It's a relatively quick, modifying existing game engines to save time. Capcom's code have been entered into the production of not but three new Game Boy

of an interestingly different Trilogy - Tale of Power, Tale of Courage and Tale of Wisdom, due to be released in rapid succession towards the end of the year. The plot of the three games remains under lock and key at Capcom's HQ, but we do know that you'll be able to play them in any order, with your performance in one game affecting events in the next. A password system will track back to the last

of them will be used in the previous game. For example, character re-use in Tale of Power might help you out in Tale of Wisdom, assuming you entered the correct code at the beginning. Since Link's Awakening remains one of the best Game Boy titles you can buy, we're expecting a great new Game Boy title.

Get ready for a whole lot of new adventures, trials and tribulations - the forthcoming trilogy is going to be!

WE'RE EXPECTING GREAT THINGS FROM CAPCOM



QUALITY STUFF... DEFINITELY WORTH LOOKING OUT FOR



Is Nintendo's upcoming new title the Bionic Commando game a really cool than you'll be looking for?

All this really shows you'll expect are a great and a really cool Bionic Commando game to keep your fingers busy.



TICK TOCK TICK.....

BIONIC COMMANDO

OUT: AUTUMN FROM: NINTENDO/BITS STUDIOS

For instance, you get a choice of male or female operatives, each with a slightly different set of weapons and abilities. Also you can choose which levels you want to play and which ones you prefer to skip. There are new birds

eye-view and are first person in the sections to tackle as well, and a story which unfolds according to the path you take through the game. It's top quality stuff, definitely worth looking out for when the European version is released.





Get ready to meet your mother, *Warlock II*—it's back! You'll find out how your father was killed.

Warlock II—it's back! You'll find out how your father was killed.

WARLOCKED IS UNIQUE AMONG HANDHELD TITLES

TICK TOCK TICK.....

WARLOCKED

OUT: AUTUMN FROM: NINTENDO/BITS STUDIO

Perhaps the most strategic of the sort of thing we expect to find on the Game Boy. In fact, we can't remember seeing a single one before, so *Warlock II* is probably unique among handheld titles.

The action has a sword & sorcery feel to it, with armies of monsters and wizards battling for control of a magical world. To compensate for the Game Boy's lack of buttons, the developers have devised

a control-sensitive control system which reacts to the action happening under your cursor. Your presence in the game is shown by a little hand which you use to select units, issue orders and scroll around the map. When you move it over something you can influence, such as an enemy creature or a building, it changes shape to show what you're allowed to do at that moment—attack or rest, for example. The system

allows, at a minute's notice, much of the fluidness associated with this kind of game on PCs.

Since tradable elements are an essential part of Game Boy carts these days, the first time you switch on your copy of *Warlock II* will generate a random selection of powerful wizards which can be swapped with friends. Each wizard has different strengths and weaknesses, so the more you trade the more powerful an army you'll get.

Warlock II is not the best new thing on the Game Boy, but it's well worth a try for anyone who likes a bit of strategy. It's on *Warlock II*.



After Tennis, the game's most popular feature is the... it's a bit of a surprise.

TICK TOCK TICK.....

MARIO TENNIS

OUT: WINTER FROM: NINTENDO/CAMELOT

No, these aren't Game Boy Advance screenshots. At the time of writing, Nintendo were still keeping a lid on the portable half of this unbelievably cool tennis game, so we're showing you some pictures of the N64 version instead.

Those stone-faced funsters in Kyoto know when they're onto a good thing, and having played the N64 version we can confirm that not only is it the best tennis game ever, it's also tailor-made for a perfect Game Boy conversion. *Mario Tennis* only uses two buttons, so the stick controls will work on Game Boy without any need

to cut corners. Like *Mario Golf*, the two sides will be able to exchange data via the Transfer Pak, so we expect to see an RPG mode and some kind of character editor. It's awesome on N64, and we'll be very surprised if the handheld version turns out to be anything less than a classic.



IT'S THE SHORTEST OF THE SHORTS, BUT IT'S THE BEST OF THE BEST.



But not the best, the game's most popular feature is the...



TICK TOCK TICK.....

DONKEY KONG COUNTRY

OUT: AUTUMN FROM: NINTENDO/RARE

The SNES *Donkey Kong Country* was a huge success, selling millions of carts and introducing the world to a brand new look for the Kongster. Game was his trademark vest and orange hair dye, washed away by a shiny rendered makeover.

It was also the debut appearance of Kong's extended family. You get to

play as the more athletic Diddy, swapping between characters with a quick tap on the Select button, and you can take a ride on Banjo and Enguard's non-dinosaur pals. It plays exactly the same as we remember, which can only be a good thing! Yet another smash hit for the mighty Rare, we think.



Donkey Kong Country is coming from the SNES to the Game Boy.

YET ANOTHER SMASH HIT FOR THE MIGHTY RARE, WE THINK



Any time now!

CART COUNT DOWN

AUGUST

LEMMINGS
GSC
Double pack of classic Amiga puzzles. Oh no!

FIFA 2001
EA
The latest instalment in the never-ending football saga.

SKATEBOARDING
THQ
Inspired by MTV - hopefully it won't be as vicious.

RUGRATS: TOTALLY ANGELICA
THQ
The latest adventures of the spunky talking babies.

SEPTEMBER

DAVID O'LEARY MANAGER
Ubi Soft
A football title with action and in-depth management options.

HYPE THE TIME QUEST
Ubi Soft
Hyperrealist RPG that wishes it were Zork. Gate guardians.

F1 RACING CHAMPIONSHIP
Ubi Soft
Slick and speedy Grand Prix racer with lovely graphics.

POCKET SOCCER
Nintendo
Nintendo's rival in GSC all-conquering series of FIFA titles.

DAIKATANA
Kemco
Action RPG based on John Bonney's disappointing shoot-'em-up.

ANIMOPHYS
Ubi Soft
RPG adventure with human characters who morph into animals.

SCOOBY DOO: CLASSIC CRISP CAPERS
THQ
Get your very own Scooby Snacks here!

OCTOBER

RUSH 2049
Midway
Slippery version of the wacky Wild West.

TUROK 3
Acclaim
The Pissed can unearth another clutch of dinosaurs...

ARMY MEN: AIR ATTACK
THQ
Chopper-bomb combat with real-life environments.

DONALD DUCK: QUACK ATTACK
Ubi Soft
Disney platformer with state-of-the-art visuals.

DISNEY'S DINOSAUR
Ubi Soft
A Jaws-like adventure based on the monster hit film.



POKÉMON PINBALL

It's the best pinball game ever made? The game has been available everywhere else in the world for more than a year now, but at long last UK gamers will be getting the chance to find out why it's still a firm favourite with Game Boy fans overseas.

The tables are immaculately designed, with loops and targets in exactly the right places. There's nothing more frustrating than a pinball game which won't let you rack up a few jackpots from time to time, but Pokémon Pinball supplies

high scores and challenge in equal measure. The aim of the game is to collect Pokémon from the two tables contained on the cart. Each table is only two screens tall, but we defy anyone to find all 151 monsters.

Each table has bonus screens attached to it, and you can visit them by lighting up the correct combos or getting lucky with the slot

machine section. Meowth's stage is the most commonly seen - you have to knock the coins off Meowth's head and collect them before the cat wanders into your Poké Ball. It's perfectly possible to spend several hours on a single game, but even if you lose horribly, you'll be back for more within minutes.



THE TABLES ARE IMMEDIATELY DESIGNED

Pokémon Pinball is so tricky, I've hunked!



TICK TOCK TICK... POKÉMON TRADING CARDS

OUG: NOVEMBER FROM: NINTENDO

Is your collection just too precious to play with, hence how you can get to grips with the complex rules of the card game without risking getting fingerprints all over your foils. Here, Professor Oak offers a

comprehensive tutorial which should teach you everything from bench swapping to evolution.

Spend a little while with this game and you'll soon know all the ins and outs of the combat system. It's like a more involving version of the normal fights and you can link up with a friend's Game Boy for some serious fights. You can even replicate your favourite deck and pit it against the computer's best.



YOU CAN EVEN REPLICATE YOUR FAVOURITE DECK



TICK TOCK TICK... HARVEST MOON 2

OUG: OCTOBER FROM: CRAVE

Would be a farmer? As that gutting up at Aam, thrusting your arm up cow's bottoms and guzzling home-made scrumptious. If you just out might not seem like the best subject for a game, but the original Harvest Moon was fantastic. As a firm hand, it's you against the elements, and there's real satisfaction seeing your carefully nurtured crops come to life, and reaping the rewards come harvest time. Harvest Moon 2 promises a whole

lot more for all your budding wizards. There are also codexes of mini-games to spice up the action. Let's face it, Harvest Moon 2 is the only Farming RPG to consider. Oo-aaahhh!



THE ONLY FARMING RPG TO CONSIDER. OO-AAHHH!

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Any time now!

CART COUNT DOWN

WWF NO MERCY

THQ
A wrestling title which connects to the N64 version.

ULTIMATE BMX

THQ
Tony Hawk's Skateboarding - except with handlebars.

TWEETY'S ADVENTURE

Kemco
Our least favourite yellow animal in typical platform game.

NOVEMBER...

LITTLE MERMAID 2: PINBALL

Nintendo
A surprisingly playable and varied pinball title.

JUNGLE BOOK RHYTHM 'N' GROOVE

EA
Get on down to some classic Disney tunes.

VP

Ubisoft
Punk's Underneath Game Boy debut, believe it or not.

INSPECTOR GADGET

Ubisoft
Go on gadget game! It's a smashing platformer.

TBA 2000....

GTA 2

Take 2
Sequel to the original crime spree game.

CRYSTALS

Nintendo
Another NES update, this time of an action RPG.

LEGEND OF THE SEA KING

EA
A combination of sea fishing, and RPG combat.

ALONE IN THE DARK

Infogrames
The updated survival horror game, ported from the PC.

ROAD RASH

EA
Racing game which encourages you to wreck your rivals.

WCW 2001

EA
Another dose of randy' with the steroid-happy gang.

CYBERTIGER

EA
A fun golf game which doesn't take itself too seriously.

ARMY MEN: OPERATION MELTDOWN

EA
Toy soldier amusebon. Yes, it's another shootee.

SOUTH PARK RALLY

Activision
Humorous interpretation of the offbeat N64 karting game.

READY 2 RUMBLE: ROUND 2

Midway
Busting sequel, also heading for Game Boy Advance.

CRUISIN' EXOTICA

Midway
Take a tour around the race circuits of the Caribbean.



The Last Area monster hunt line of 100 new battles by Nintendo GBA/GBA2

SUREFIRE SMASHES DON'T COME ANY SUREER THAN THIS!

TICK TUCK TICK.....

POKÉMON GOLD & SILVER

OUT: EASTER 2001 FROM: NINTENDO

Surefire smashes don't come any surer or more fiery than this pair of cars. They're the first proper sequels to

Pokémon Red and Blue, and by the time the UK version reaches us next year, Nintendo expect to have sold around ten million copies in the States.

The games released on the 16 October over there so it's a long wait for those of us who don't fancy importing a copy, but it's sure to be worth waiting for. Everything in the game has been overhauled, from

the graphics to the combat system. The map is around four times as large and there are 100 brand new monsters to find, including Serebi, number 251.

New classes of monster have been introduced, including nocturnal beasts which have to be hunted under the cover of darkness. A realtime clock keeps track of the time of day, and the colourful graphics show the night lights shining through

the house windows of the expanded Pokémon Island, expect a new Relatodee, an improved colosseum, a mobile phone, a skate-board... And well only just got used to Pokémon Yellow



It's still how you twily!



TICK TUCK TICK..... CANNON FODDER

OUT: SEPT FROM: CODEMASTERS

His old Amiga hit spawned a decent sequel and was converted to just about every machine available. Now it's about to make a handheld debut which promises to be the best version so far.

There are 72 levels, mostly taken from Cannon Fodder's previous incarnations, as well as fierce new bosses and loads of enemies to shoot. The game plays like a fast and violent version of Command & Conquer, without all of that

strategy slowing things down. Your squad of four troops moves to wherever you click on the screen, and different button combinations allow you to attack using grenades or machine guns. We just can't wait to start battling through the finished copy in a couple of months.

A FAST AND VIOLENT VERSION OF COMMAND AND CONQUER!



TICK TUCK TICK..... GHOSTS 'N' GOBLINS

OUT: AUTUMN FROM: CAPCOM

Retro specialists Digital Eclipse have turned their talents to a pixel-perfect conversion of Capcom's classic NES adventure.

As the noble Arthur, you have to hack your way through six levels of the undead in order to rescue your girlfriend, who was whisked away by demons during a semi-naked tryst. Arthur gets to wear armour during the game, but the slightest

contact with the zombies and ghouls will scare him right back to the pants-clad state he was in at the beginning. The NES version was memorable for its extreme difficulty, and we expect the Game Boy version to test anyone's gaming skills.



A PIXEL-PERFECT CONVERSION OF THE CLASSIC ADVENTURE!



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DIABLO 2

TGC4

World Touring Cars

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TALK BACK

Hello readers! I love reading your letters. Except the crap ones, which I chuck in the bin. It's

PIRATES ANY?

I think your magazine is excellent, but now to the point:

I was on holiday in the Canary Islands, and I kept seeing single Game Boy carts with £2, 34, 60 games on, going all the way up to 270. Why doesn't England have these carts?

And why is England always dearer than abroad? I bought a Game Boy Color out there with 52 games on one cart for 10,000 pesetas = in English money that's £04. For £04 in England, I can only get a Game Boy Color - no games!

The cart I got has some of the top games out (and they are full versions) such as, Zeldas DX, Pocket Bomberman, Mortal Kombat 4, A Bug's Life, Gex: Enter the Gecko, Pitfall and Turak 2, plus loads more.

Tony Boyle, Watford

Oh no! Tony, those carts are illegal pirated copies. Some bloke in Hong Kong (probably) has copied a load of games on to a big fat cartridge and flogged them on.

You might get a load of games on the cheap, but the people who worked hard to produce them don't get a penny out of it. Consequently, there's not a lot of reason for them to keep making games, they give up and the Game Boy dies!

Don't do it again, eh? Ed.



Zeldas DX, Wario's Land 2 and Hearts. And I don't even have a Game Boy Color yet - but I'm getting one in two days! I was just wondering if you could answer a few of my questions:

1. Is there any need to buy the memory card for the Game Boy? What does it do?
2. Will there be a Tomb Raider game coming out on the Game Boy Color?
3. Can you give me the price and a place where I can get the game creator kit from for the Game Boy? I'm very interested in becoming a games musician/designer. Thanks for your time.

David Tarbun, Northants

THANKS FOR THE MEMORY

Congratulations on your fine magazine. I hope everything goes well for forthcoming issues (please let there be many, many more issues).

Not only is your magazine easy to understand and a fine read, but it has helped me, much, a lot when it comes to selecting games. So far I've bought

emulators so you can play the demos on your home computer.

I'm surprised that no one has done this before since it is quite a simple solution to the age-old demo cart problem.

Ken Chatfield, Epsom

Ah, but we're a Game Boy mag, not a PC one, and not everyone has a PC, do they? Didn't think of that, did you? Tichh. Ed.



BLAST FROM THE PAST

As the Game Boy Color is now quite powerful, it is obviously possible to convert some of the old NES games (as has been seen with Super Mario Bros). This is a really clever idea by Nintendo, as there's a lot of classic games that have been forgotten and would have been a lot of fun to play on the Game Boy Color. I've heard that Capcom are bringing the NES version of Ghosts 'n' Ghosts to the GBC, and that Nintendo doing Zeldas and Zeldas 2 as well as a new lot of life on the Game Boy Color. I certainly hope so. Could you imagine playing such classics as Kid Icarus, F-Zero, and even the original Metroid in the palm of your hand? The potential for classic revivals is enormous if you consider just how many NES games there are! Fingers crossed, eh?

Adam Riley, Manchester

Ghosts 'n' Ghosts is already out on the Game Boy Color in the US. I've also heard the rumours about Zeldas 1 & 2 coming out, but at this stage they're just that - rumours.

Not all NES titles will make good conversions. Getting a bit techy although the GBC is easily powerful enough to run NES games, it's still quite tricky

because of the different screen sizes. Any complex platformers would have to have their levels completely redesigned (and therefore wouldn't really be the same game, if you follow).

Super Mario Bros is different, because the levels are long 2D strips. This simple layout meant that not much was lost in the conversion to the Game Boy's smaller screen.

Still, it's a great idea that more developers of (classic) NES games should consider. Oh! Developers! Consider that idea, eh? Ed.



I always glad to be of service, David. Now, to those questions...

1. I assume you mean The Mega Memory cartridge from Datal (☎ 0845 6010015). It allows you to copy your saved games for back-up purposes. Dunno many cases in which it would be that useful - apart from with Pokémon, come to think of it.

2. Yes there will. And in fact, it's not at all bad. And - spook! - it's reviewed on page 24.

3. There's lots of good stuff on the Internet for Game Boy developers. Examine www.webring.org/cgi-bin/webring?ring=gamelbydev&list

It's info-packed! Ed.



SCRATCH THAT...

I have two Game Boys (up for!) and I love them, but I want to know how you get scratches off the screen. How, eh?

Olisín Hedou, Mayo, Ireland

You can't love them that much if the screens are all covered in scratches, can you?

There's not much you can do to fix the damage already done, but you might consider getting a Game Boy cover – there are millions of them available – to keep them safe from your big dumpy paws in the future. **Ed.**



IT'S TOO MUCH

I think Pokémon cards are too expensive. It costs £2.49 for just 11 Pokémon cards, and you always get the same ones. For a pack of 60 it costs £7.49.

My suggestion is to let us pick the ones we want and make the price cheaper.

Simon Lomba, London

agree – £2.49 is a bit steep for 11 cards. And the packs are deliberately structured so that there are fewer of the rare cards in each. (Otherwise, they wouldn't be rare, would they?) But, y'see, that's what makes them collectible. Picking and choosing's a non-starter! **Ed.**



DREAM OF GENIE

Thanks to your cool reviews, I've decided to splash out on Super Mario Bros DX.

It's great that your magazine isn't published by Nintendo as it means the reviews are honest – if a game's crap, you say so.

Anyways, can you tell me if there's currently a Game Genie available in the UK?

Katie Sutton, Liverpool

You're so right, Katie. If a game is indeed crap, then

we're not scared to say so. All our reviewers are Game Boy fanatics, and they don't tolerate terrible games – at the end of the day, it's YOUR money that counts. Hurrah!

You can't buy the Game Genie in the UK, but there's a new cheat cart called the Xplorer, from Blaze (☎ 01302 325 225), which is compatible with Game Genie and Action Replay. **Ed.**

send me your stuff & win!

MAD CATZ

Got something interesting to say? Just finished a fantastic piece of artwork? Or perhaps you've just got a tedious list of questions you'd like to ask? Whatever it is, send it in to me, the **Ed.** at:

Adam Waring, Planet Game Boy, 30 Monmouth Street, Bath BA1 2BW

Or if you've got one of those computery things, e-mail it to: planetgameboy@btinternet.co.uk

Make sure you mark it 'Talk Back' in the header line.

Best letter wins a brilliant bundle from Mad Catz (☎ 02922 727 4000), including rechargeable battery pack and accessories.

Game Boy gallery

Daniel Wilson, Age 7
Well done, Daniel – Pikachu never looked better!

Daryl Maxwell, Age 11
Daryl's an artist and a scientist! Terrific!

Duke Luke
Hot stuff from Pokémon fan Duke!

Ashling Tom, Age 11
Aw Ashling knows how to make these crazy creature look even suter than they are on TV!

Matthew Wilson, Age 9
It is, quite literally, a Game Boy Color! Hurray!

John, Carl & Rachel





**What's this?
A new handheld?
Better than the Game Boy?
It can only be Game Boy Advance!**

ADVANCE

 **by Adam Warlow**

Pssst! Over here! Wanna know a secret? Well, you've come to the right place! Keep this quiet, but it just happens that we've got some inside info on Nintendo's newest baby. It goes by the name of Game Boy Advance, and is the successor to the Game Boy Color. It's about a zillion times more powerful, yet it will still be compatible with Game Boy software.

Nintendo are keeping all the top-secret details under wraps until the Space World show in Japan in late August.

WARNING

So it's luddy that we have spies willing to risk life and limb to get a sneak peek at a REAL Game Boy Advance. Thanks to them, we've seen it, we've played it, and now we're passing everything we

know onto you! Be careful though - this Game Boy Advance information is so hot that we had to wear asbestos gloves - and we've still got our fingers burnt!

DREAM SCREEN

The Game Boy Advance will be roughly the same size as the current Game Boy Colour, with one important difference - it'll be tilted up on its side!

The screen will be in the centre of the console with the Start and Select buttons lying underneath it. The controls will be located on either side - a 'D-pad' on the left and the 'A' and 'B' buttons on the



As you'll probably expect, the Game Boy Advance looks set to make its appearance in a variety of stylish enclaves. Incredibly you can also choose to buy an edible version. It comes in peach, pineapple and pepperoni flavours. Not really... but it does look good enough to eat...
[I get my coat...]



These Game Boy Advance designs look like they should be sent out into space. It's all a far cry from the Game Boy's utilitarian beginnings.

right, but crucially there will also be Left and Right shoulder buttons at the very top of the the console. Nintendo invented shoulder buttons, and their top games guru Shigeru Miyamoto loves 'em - and so do we!

The GBA's screen will be that much bigger too - 240x160 pixels as opposed to the Game Boy's 160x144, giving it a unique widescreen format! Only Nintendo would dare to defy the convention of having TV-shaped screens. The Game Boy Advance will be able to display many more colours - than its predecessor too. The GBA can handle up to a maximum of 32,768 simultaneously, though it's expected that 32k will be the standard for most of the handheld's games.

a Game Boy Color. This is an impressive feat, especially as more powerful consoles are traditionally more power-hungry. Nintendo haven't skimped on the

Platinum Game Boy Advance is really good!



massive leap, from eight-bits to 32. The processor has been custom-built by a British company, ARM, who specialise in low-power chips for mobile phones. The Advance also has lots of ace in-built graphical effects, such as sprite scaling and "Mode 7" scrolling, which allows some snazzy zooming effects and all manner of state-of-the-art 3D trickery.

But a great sheet of tech specs is nothing without some fantastic games to go with it. It's here that the console will really come into its own. The Nintendo name is a guarantee that there will be plenty of top-notch titles available from launch. It already looks like there will be a great mix of old favourites (such as Yoshi's Story and Mario Kart) and innovative new titles in the starting line-up, such as Magical Vacation, which developer Brownie Brown (formed by ex-Square employees) describes as a 'Communication RPG'. UK's

SUPER STABS

The key to the Game Boy's success has always been its long battery life, and the Advance will keep on going for 20 hours on a pair of AA batteries - the same as

console's capabilities in order to keep battery consumption down either. Far from it, dear friends - in fact the truth is quite the opposite. The CPU at the heart of the Game Boy Advance system also makes a

THE STORY SO FAR...

Since it was first launched in 1989, a staggering 150,000,000 Game Boys have been sold worldwide. Here's the history of the planet's all-time favourite console...

1989 GAME BOY

It had all the ergonomics of a housebrick, a blurry greeny-black screen, and technologically was a generation old even on the day of release. However its huge battery life, massive library of quality games and (relatively) small size saw it outlast many of the supposedly superior handhelds. Basically, all the basics of gaming were there. Who can forget all those nights we stayed up playing Tetris? (Still am - Ed.)



1997 GAME BOY POCKET

The Innards stayed the same in the Game Boy Pocket, but on the outside it was more stylish by a factor of about a million. It was slimmer, had a crisp black and white screen, used two AAA batteries for the same life the Game Boy's four AA's, and came in a variety of finishes, from brushed metal to Man Utd themes. Suddenly the Game Boy was getting fashionable! Even trendy music stars like Goldie were playing about with them!



1999 GAME BOY COLOUR

Another restyle, but this time it was more than a mere cosmetic makeover: A colour screen, faster processor, bigger carts, an Infrared port and a whole new range of games to take advantage of all these new features. Most importantly of all, the GBC is fully compatible with all the old black and white games, too. The backward compatibility kept it popular with the console's established fan base, whilst the colour screen enticed new developers.



2001 GAME BOY COLOUR

Ah, the future. It's a strange and mysterious place and the only thing you can predict is that it will be unpredictable. One thing's for certain, though. The Game Boy Advance will be every bit as successful as its predecessors. It's an absolutely giant leap forward in handheld gaming. The technical specs are simply awesome - it's got the developers' jaws dropping with anticipation. What's more Nintendo have sensibly ensured it will be backwardly compatible with every existing Game Boy title. Hurrah!



ADVANCE WARNING

GAMING GLOOMINESS

"When can I buy one?" we here you cry. "And how much will it cost?" Sorry, but Nintendo won't be announcing these details until the Seasonworld show at the end of August. It won't be until next year, though – it was originally planned to be in the shops by Christmas but

the release date has – surprise, surprise – slipped. This is partly because the Game Boy Colour is simply doing too well. Understandably Nintendo sees little reason to supersede the most successful console in history until it has to. Plus, the factory that manufactures the LCD screens for the Game

Boy range is running at full steam making GBC screens, and simply won't have the capacity to manufacture GBA screens until next year. We reckon that the GBA won't set you back more than 80 quid, either. Best get saving, then...

Waiting for the GBA is driving me nuts!



WHAT WILL IT LOOK LIKE?

We'll be honest here. The truth is we just don't know. Ah, but neither do Nintendo... yet. They've released a batch of futuristic 'Artist's Impressions', and the only certainty is that they'll look nothing like the real thing! (They don't have shoulder buttons, and the screen's completely the wrong shape, for a start.) So here's our own 'Artist's Impression', which one of our sources at Nintendo has revealed is 'the closest yet' to the final design...

SHOULDER BUTTONS

Nintendo invented the shoulder button with the SNES, and they will make an appearance here too. These can be used to zoom in and out of the action, as well as view maps in RPG games, or to rotate playfields.

DIRECTIONAL PAD

The directional pad was a Nintendo innovation which has gone on to become an industry standard.

CONNECTOR PORT

The connector port will allow you to hook up the Game Boy Advance to all manner of devices. Interestingly, there are a lot of rumours about a colour video camera link-up flying about.

CELLULAR PORT

It seems that everyone has a mobile nowadays, and you'll be able to get onto the net through this port.

DOLPHIN PORT

Nintendo's next-generation console, codenamed Dolphin, is a long way off, but Nintendo is planning even now to have a feature to link both the GB Advance and its bigger brother together closely! Just like the N64 and the Game Boy Color!

ACTION BUTTONS

The two-button configuration is almost identical to the Game Boy.

LCD SCREEN

The screen is bigger than the Game Boy Color's, and has a widescreen format similar to that of a posh HDTV telly or a cinema screen. This wider aspect ratio improves graphics. Now, sprites will look larger, colour will be more vibrant, and backgrounds will have a better depth of field.

FOUR PLAYER LINK

Multiplayer gaming will be a big part of the GB Advance, and it will offer a four-player link option to support this.

HERE IT IS!

Okay, it doesn't look like something you'd be able to slip into your pocket and play on the bus yet, but this is a

Game Boy Advance. Or rather, it's a GBA development kit. This is the machinery that is currently being used to create the games that will eventually run on the handheld. Pretty much everything here will be shrunk down into a case a smidgen bigger than a Game Boy Color. Amazing, eh?



The GBA will surely have a history!



THE SPEC SHEET

So, how does the Game Boy Advance compare to a Game Boy Colour, then? Something like this...

	GAMEBOY ADVANCE	GAME BOY COLOUR
CPU:	32-Bit ARM with embedded memory	8-bit Z80
SCREEN:	2.9" TFT reflective screen	2.3" TFT reflective screen
RESOLUTION:	240x160	160x140
COLOURS:	65,535 possible colours	32,000 possible colours
	31 simultaneous colours in character mode	56 simultaneous colours
	32,768 simultaneous colours in bitmap mode	
SIZE (MM):	135w x 80h x 25d	75w x 133h x 27d
WEIGHT:	140g	138g
POWER:	2 AA batteries, 20 hours play	2 AA batteries, 20 hours play
SOFTWARE:	Cartridge format	Cartridge format
	GB Colour compatible	Game Boy compatible



YOSH!

COMES OUT



One of the first titles for the Game Boy Advance will be Yoshi's Story. Nintendo has ported the game across from the N64 to show off the technical capabilities of the

new system. We've played it and can confirm that it's an absolute stunner! It looks, feels and plays exactly like the N64 version, and if this is an indication of things to come, then the Game Boy Advance is guaranteed to be a winner!



Yoshi's aim in life is to eat fruit, and lots of it. (Starry as you, but with color - EU) Your collection is shown at the top of the screen. It'll send you bananas!

Yoshi takes off on his morning flying escapades. The lovely below is a... (Starry as you, but with color - EU) There are actual GBA screenshots, y'know...



The daring little blue employs parachute power to float to hard-to-reach spots. It's all thanks to this lovely umbrella. (Note: don't try in real life.)



Yoshi's sticky tongue is his main weapon against the foes he will find on his travels. Simply gobble up the misdeeds and you can then spit them out as a weapon against other enemies. Yoshi!

Notice the trail of eggs that Yoshi is dragging behind him? The colour matches the particular Yoshi you're playing. Each Yoshi has different characteristics depending on its colour. There are eight to choose from in total. Gotta catch 'em all, eh? (Wrong game - EU)



The levels range from standard grassy plains to winter, cave, cloud and snow.

Here's a red Yoshi about to grab a Heart Fruit, which will bestow temporary invulnerability.





The main difference between Pokémon Yellow compared with Red and Blue is that you start off with a certain Pikachu, instead of a choice between Bulbasaur, Charmander and Squirtle. He's as wild as cornered tamcat when you first meet him, but with a little bit of TLC he'll become as faithful as a puppy.

**INFO: PRINTER,
COLOR / B&W**



Let's go
flippin'
mentally

TIP

Look after Pikachu and keep him happy at all times – at least till you get Bulbasaur from the batty old woman who runs the Pokémon hospital in Cerulean City. She wants to make sure Bulbasaur goes to a good home, and if Pikachu isn't happy with you, neither is she. Of course, afterwards you can treat the little blender how the heck you like...



Don't go walking down to the long grass
there are wild flowers in there! Don't
don't you know nothing—?



Wendell attended Earl Lindley Professor
Doherty to capture the
American and British.



Look to the safety of the job, your employer, Gary, despite the Polhemus created for you. What is my overall aim?



So the way all great places are the same
that he just explored – and a beautiful
friendship begins... what? My sweet?

POKEMON YELLOW

He might be yellow, but Pikachu's no coward. But as for Jigglypuff...



Ever get the feeling you're being followed? That's because you and Phobos refuse to go into his shadow. He's creepy. He's menacing, and sticks to you like a rash. And no amount of scratching or repetitive motion will get rid of him.

Pokémon, eh? It seems the little yellow critters have taken over the whole bloomin' world. They're on the telly, at the pictures, and those infernal trading cards – you just can't escape the little beggars.

And now they're on the Game Boy. Well actually, they've been on the Game Boy for yonks – in fact, it's the Game Boy game that started the whole craze off. But the game has been revamped to star everyone's fave, Pikachu (huzzah!)

SURF'S UP!

There's a special mini-game tucked away inside *Pokémon Yellow*, but to access it you'll also need to have *Pokémon Stadium* on the N64 Complete Stadium. Made with your best Pokémon, and you'll be awarded a special Surfing Pikachu...



Take your hands—your hobby—in the hot on. **Reyna 20**. Grady is a baller who keeps the apt and into a comfortable setting.



...and Florida. And the state's labor law
allows, during business hours, just for
that short time, I can't believe...



Let's pretend that you're new to this Pokémon lark. It goes something like this. Your goal is to collect all 150 Pokémon (actually, there's a secret 151st one called Mew, but you don't have to get him to complete the game). These are found all over Pokémon Island, by searching in long grass, caves, and swapping with other traders. So off you set, out on a huge quest to explore the land, with loads of puzzles for you to solve along the way.

Like some kind of horrific bloodsport that ought to be banned, Pokémon trainers like nothing better than forcing their Pokémon

What
are the key
points to
remember?

Half a day
Several hours



to fight one another. There are tons of different Pokémon types, either at an advantage or disadvantage against other Pokémon types (a bit like a super-complicated game of paper-scissors-stone), so you have to select the right creatures to do battle, depending on the other Pokémon you face. It's a crazy mixed-up kind of game, offering a little bit of everything, but it works. The end result is completely engrossing and has more depth than the *Mariana Trench* (That's the world's deepest sea trench, oceanography fans - Ed.)

The original game came in Red and Blue Flavours, the idea being that to catch 'em all, you need to trade a few Pokémon that were unique to each cart. Yellow has a different mix of missing Pokémon, so you'll have to trade with both Red and Blue to complete your collection.

But the changes don't stop there. Gh, no. The game has been altered to follow the TV show more closely. It all kicks off with you getting Pikachu as your first Pokémon, who follows you around (bless), refusing to go into his Pokéball. But don't worry – you can pick up Bulbasaur, Charmander and Squirtle from the same locations as they're found in the cartoon series. That's a bit disturbing. Joe Jessie and James confront you at various key



I'm mad for it, me!

Don't expect to have it easy. Yellow is decidedly trickier than Red or Blue. Some Pokémon have had their abilities tweaked to make them better balanced, there are beefed-up Gym Leaders to confront, and the in-game trades you make are a bit pants, to say the least.

Other Yellow-only extras include an improved two-player mode (when playing against another Yellow-owning pal), with a variety of tournaments organised by Pokémon class. You can use the Game Boy Printer to print out your Pokédex, the contents of your Pokémon boxes, and even a certificate to show you've collected all



OK IN B&W?

Yes. In fact, the game is only partly coloured, so E&W owners aren't missing out on very much at all.



THE SAME BUT DIFFERENT

There are numerous little touches in *Yellow* to make it the connoisseur's choice, such as each and every Pokémon having been completely redrawn. It's all pretty superficial, though - the actual gameplay is pretty much identical to *Red* and *Blue*.



PIDGEY
TINY BIRD

HT 1' 00"

No. 016 WT 4.01b

Very docile. If
attacked, it will
often kick up



PIDGEY
TINY BIRD

HT 1' 00"

No. 016 WT 4.01b

A common sight in forests and woods. It flaps its



VERDICT

Abstract

Functional, rather than outstanding – and the colour is half-bracted.

GAMEPLAY

Collecting, fighting, exploring, trading. Pokémon has got the holy lot

UNIVERSITY

Playing the BPG will take weeks. Completing your collection will take months.

Abstract

It will take forever. May
we suggest you buy our
Polkman Monstair?

91

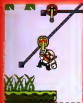


**INFO COLLEGE BOUND**

Items to collect, it's a headache knowing where to go or which level to tackle next. Thankfully, help is at hand – should Wario return to the Temple at any point during the game, the Hidden Figure will gladly give him a nudge in the right direction. What a kindly soul.



N1 Out of the Woods



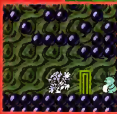
begin to find keys and open chests, all manner of objects come into play. (For example, collecting the Aue fills the rest blocking off the next two levels.) Treasures also give Warfo sparkling extra abilities, which in turn open up previously inaccessible areas. Other treasures remove background obstacles and activate hidden levels. The crafty designers have even included a daylight function - not only do the night levels feature different enemies, certain treasures can only be found by visiting after dark.

Wario must also keep a keen eye out for two types of coins: the smaller variety can be found everywhere and are used to play the sickeningly entertaining golf mini-game. But the larger Musical Coins aren't as easy to find. Many of 'em are tucked away in dark corners and hidden rooms.



And then he says it
 when there's nap things.
 Get the outfit, then find the
 corresponding trousers, shirt.

...which allows infants to play freely and reflect the beauty. Show not your hands with gold.



Carnot. The old freestyle jumper here. This looks like a job for getting a bit more of a competitive ability.



Collecting all eight on each level opens up a hidden golf tournament.

in addition to his standard moves, certain enemies will temporarily transform Wario into something different. Along with old favourites, such as Fiery Wario (who burns his way through Fire Blocks), there are also several new additions, including (erk) Vampire Wario, who can turn into a bat and fly. As you'd expect, the designers mix all this stuff up, so things become exceedingly fox-

Also as you'd expect, the designers are funky bunnies, populating each area with a devious array of tricks, traps and challenges. No two levels play the same and, coupled with the non-linear game structure, the action is always entertaining. You're not going to get stuck on a level and have to give up,

The graphics are colourful, varied and packed with detail, while the animation is first rate. Add

Just a handful of the many
treatments that are needed to
successfully complete the collection. There
are 100 to collect. Should have you try...



to this a sprinkling of jolly tunes and sound effects, and it's plain to see that *World Land 3* is another winner from the Big N. Make bus journeys fun again (EH? - Ed) and get this fab game pronto.



Collecting certain treasures rewards Wario with an extra move, trick or skill (find the flippers and he can swim, for example). When a new ability is introduced, the move is played out in the Action Help screen, so you can step through all available moves and learn the features of each one. It also serves as a handy reference should you get stuck later in the game. Or go mad, or something.



The Action Help screen is the most interactive screen, taking you through all of the correct steps by step.



OK IN B&W?

Unlike *World Land 2*, which came in mono and colour versions, this beauty is strictly for GBC only. Brati



This Game Pak will work only with the GAME BOY & GBA. For Nintendo Game Boy Advance.

VERDICT

PRESENTATION
Beautiful backdrops,
slick animation and a
wealth of jolly tunes.

GAMEPLAY
Enormously entertaining for both Mario veterans and newcomers alike.

LONGEVITY
It'll take ages to complete the 25 stages and collect all 100 treasures.

DIFFICULTY
Non-linear structure means you're unlikely to get completely stumped

95



REVIEW

BLAST FROM THE PAST

Some of the bonus stages are inspired by classic arcade games - notably *Operation Wolf* and *Spy Hunter*. The sniper section looks very much like the equivalent level in *Bionic Commando* (out in the UK later this year), and the main game owes a great deal to *Metrol Gear Solid*.

PRICE: £24.99

FROM: SAGE

OUT: 1 SEPTEMBER

LINK-UP: YES

INFO: COLOR: ONLY, PORTAL, INFRARED, REMOTE, P.M., TRANSFER P.M.



Shoot the bloke you got under gravity rounds. It's just the Q field.



The winning strategy: fire and forget. (Covers in the first green jar at bottom.)



Lighting the feller you need the mirror and you. There's a bonus in saving.



It's no fun of snuffing the rifle but highly amusing up.

Reviewed by Martin



I WILL KILL AGAIN...

TIP

The sniper section had me puzzled for quite a while. At first it seems impossible to pick off the guards before they cut you down in a hail of gunfire. To beat them, start with the two in the watchtowers. Then work your way in from either side, shooting each guard when his mates are looking the other way. Finish with the two by the main gate and you'll be on to the next section in next to no time.



Secrets Unlocked	
STORY	5/10
SECRET	5/10
PLAYING	5/10
Multiplayer	
WINS	1/10
MODES	0/4
WINNING	1/10



LINK AND DIE

The multi-player games are fantastic, and there's a lot more to do than just kill your friends. There are hostages to defend, a flag tag game, and a kind of lethal soccer, as well as the usual deathmatch. You certainly won't regret investing in a link cable.



Joanna isn't looking too healthy in this photo. It only takes you about 10 to 15.



One player snail behind the hostess while the other tries to bring him down.



New director's bonus: available to you only program through the video interface.



This player Mike is not control on the board. He wants to Play Design. (For info, Q adjust - John Ford)

PERFECT DARK

It's the prequel to the M64 smash. So, technically, Joanna can't be killed. (Hurray!)

With *Driver* and *Metrol Gear Solid* already in the shops, this has been an amazing year for conversions of titles which, common sense tells us, ought to be spectacularly disappointing when squeezed into the Game Boy. But despite having less processing power than the average washing machine, the humble handheld now plays host to a stunning version of the biggest game on the N64 - *Perfect Dark*.

The Game Boy Color adventure is set shortly before the N64 main event, during Joanna Dark's final training mission. As the

building covert agent, you have to prove your skills in a series of exercises designed to test your reactions and initiative.

The training area is a mock-up of a seriously bad neighbourhood, complete with derelict buildings and gun-toting guards. Inside the buildings you find firing ranges, hostage situations and some tricky sections in which you must use stealth to sneak up on the guards.

You'll be glad that the Carington Institute's training programme is so thorough, because when you qualify for your Licence to Kill you'll be whistled off to the South American jungle for your first real mission, to shut down a

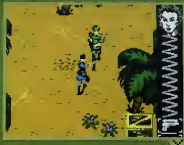




cyborg manufacturing facility run by the evil Mink Hunter. There are definite echoes of *Metal Gear Solid* in both plot and gameplay, although

Perfect Dark focuses more on action and gunfights than careful sneaking. The large graphics often make it impossible to see if there are any guards around the next corner, so you need to have your shotgun at all times.

There's lots of variety in *Perfect Dark*, making up for the fact that the main game isn't quite as polished as *MGS*. You get bonus games between missions, including boss battles, a driving game, a first-person sniper section and a scrolling shoot-'em-up. There's also an option to replay any of your favourite bits.



**"Yerk, a gawd! I'll deal him with my
Pawnee representation of Jowett Yerk, top
agent! Awah, Ma, I'm on, Yerk!"**

secrets via the infrared port and make stickers with the Game Boy Printer). It also has the best two-player battle mode since *Pokémon*.

Like the N64 original, there's a huge selection of competitive games to play against your mates. And you can connect it to your N64 using the Transfer Pak to unlock a few cheats (including the essential All Guns option).

Perfect Dark is one of the biggest handheld games ever made, and for fans of the N64 version it's a vital purchase. Watch out though, as casual gamers may find it too challenging.



It's said to be
traced at all
these buttons you
never know if a
good night is
waiting for you
around the next
corner. And, let's face
it, they probably will
be, considering that
you've broken into a
slightly unexpected res-
tly and magnificent
lymphatic. This
element of surprise
only helps to heighten
the enjoyment of
playing *Perfect Dark*.
Oh, yes it does.

TOOLED UP

The selection of weaponry isn't vast, but it is satisfying. The standard pistol is a bit weak, so stick with the Uzi, which sends a huge spray of blood out of the back of your victim. Nice. The shotgun is even better, sending quads flying right off the screen. Even nicer.



Ouch, me
ligaments.



Only runs on a Game Boy Color. Like *Metal Gear Solid*, this is a good enough reason to invest in one.



FAT BOYS

Here's where the Game Boy cart scores over its big sister. The N64 version has one boss, but the Game Boy has... ooph, at least five.



A great option with a robust weather seal. Its hook, like the bear frame to dry it.



The helicopter is much smaller when you render it, so it's by that time behind the rocks.



VERDICT

7-9-80

Excellent animation,
clear graphics, great
speech and effects.

CONCLUSIONS

More different game styles than anything else on the Game Boy.

APPENDIX

An amazing two-player mode will keep you playing for months.

1998

Unconspicuously tough from start to finish, the heelerers

91%



REVIEW

PRICE: £24.99

FRANCHISE: NEW

DATE: NOW

LIGHT-UP: NO

REVIEW: COLIN BARRY

Reviewed by Steve



Whelp!
On air!

TIP

One of the toughest challenges in the game is mastering the tail-whip manoeuvre. It's tricky to mimic enemies and stay on the move. Your best option is to start running, then continuously tap the B button to perform successive tail whips as you move along. You can repeat this throughout most of the levels.



These enemy ships float around our hero Croc with no extra life, so grab 'em at all costs.



Croc's got a certain appeal, but it's actually flawed in his role books. Once you get into the game, it's everything you don't want with repetitive look-alike and arbitrary enemies. Essentially, there's no reason for it to exist.

CROC

Just what we need - another terrible 2D platform game starring another cute reptile. Whoop.

If you thought a crocodile's life was easy, think again. Croc can't afford to spend his days basking on the riverbank - he's on

a quest to rescue the Gobboos, a cute race of beings which have been captured by evil villain Baron Dante. Yawn. Croc follows the formula of the million other

Throughout the levels you'll encounter various letters which spell out the word 'BONNERS'. Get them all to win the bonus round.



With bonus rounds it's killing pencils. Killing pencils were invented in the country of China, y'know.



VERSATILE REPTILE

As the landscape changes, so does Croc's range of abilities. From swimming to skilling to scaling huge spider webs, he can do everything we've seen before.



Our only threat when it's in the air, slightly trickier to control, but no problem for the choppers.



On the sticky greyed-out level, huge walls bring your visit down. Scare the wretched.



Croc represents a brightly coloured, fun-filled game. What could possibly happen next?



platformers before it: traverse the levels from left to right, rescue that which needs to be rescued, collect anything that glitters, and kill (tail-whip) anything that moves. It sounds like a recipe for success, but Croc's ingredients spoil what could have been a tasty game. Clever wording, I know. The scrolling is a little too

fast, speeding up when Croc jumps. Coupled with an awkward tail-whip, the whole interface manages to provide some spectacularly frustrating situations. The enemies and their movement patterns are bland too, most restricted to waddling back and forth. There are some nice ideas tucked away in dark corners, but Game Boy veterans will blitz through it in no time.

OK IN B&W?

Nope, colour only. Still, pick up any other crap platformer and you'll get the general idea.



BALLOONACY

Dotted around various levels are strange pink balloons. Should Croc manage to grab one, he'll be carried off to a secret bonus area where he can feast on all manner of collectables. Ho.



One of the many control styles in all its glory - all you need to do is miss through and reflect the position. There's no extra life or two to be lost, and that's all, there's no time limit, but who cares, eh?



VERDICT

PRESENTATION

Average graphics which lack colour, and some truly dreadful music.

GAMEPLAY

Unsuccessful, bland levels with predictable enemy patterns. Boring.

LONGEVITY

Sum the controls and it's easy to blast through each level first time.

DIFFICULTY

Ink-smeared control method would test the patience of a patient saint.

60%





REVIEW

PRICE: £4.99

FROM: GUNDOG

OUT: NOW

LINK-UP: 10

INFO: GUNDOG ONLY

Reviewed by Martin



"Like On Heroes, M&M, actually. It's a 40-year-old man in a big polka-dot hippo suit. It's a job."

TIP

To beat the brain-busting scene you'll need wrists of rubber and fingers of steel. Press the Game Boy against a solid object (such as a table), place one thumb over each button, then twitch like crazy. You'll resemble the victim of a seizure, but you'll be first to the top of the tree.

"It's a 40-year-old man in a big polka-dot hippo suit. It's a job."



Don't be fooled by this sunny landscape. It's time your head off in a tree.

MOOMIN SWEET

You might have seen the Moomin family before on TV or in books, but Finland's finest export has never looked cuter than in this Game Boy cart. The way Moomin looks like he's about to cry when he gets hurt is adorable. Does anywhere stock them as pets?



Phew! As expected you just went to be. He's just not hurt him yet.



...and when he gets down in the mouth he's even more adorable. Ding!



True, climbing it was of its things, but all the better-looking is worth the effort.

MOOMIN'S TALE

Cute blue hippo in missing hanky shocker. It's smart! It's playable! It's Moomin gorgeous!

No wonder poor Moomin is such a miserable-looking hippo. His useless family insist on sending him on pointless quests - to rescue Granny Moomin's revolting nose-cloth, for one. Yuck! Then, when he's battled monsters and raced up the side of a gigantic tree to recover it (not easy when you're a hippo), they send him out again to investigate a twinkling red light on top of a monster-infested mountain. It's probably just something that Grandpa Moomin thought he saw after one too many bottles of 'Tango'. Moomin's Tale is a good laugh, as long as you can

ignore the dubious plot. Most of the game is a kind of platform exploration thing which certainly won't make Mario worry too much, but there are enough interesting bonus games and original touches to make it worth seeking out. Aside from the plot stuff, which usually requires you to accomplish a simple task in order to move on to the next short section, there's a frantic Track & Field-style button-bashing run up the aforementioned tree, a scary race while being chased by a huge boulder, and some really sweet animation. Although it's aimed at young players, Moomin's Tale

is certainly not all that easy. Beating the boss almost wore my thumbs down to meaty stumps, and you need a good sense of timing to get past some of the puzzles. I like it. Moomin is from Finland, and as far as I'm concerned, the cute lil' otter is welcome around here any time. (Excellent, I'll move my stuff to Finland! - Moomin.)



OK IN B&W?

The quality of the graphics in Moomin's Tale means that the game just doesn't work on older Game Boys.



YOU CANNOT BE SERIOUS

I've seen some dubious excuses for plot game plots in the past, but this one is seriously deranged. Why would any sane hippo want to put his life in danger for the sake of an old hanky? Or risk getting crushed by a boulder in order to have a look at a red light? The danger. Observe as I attempt to make sense of the story.



"Listen - did you hear something? Did he just go into the water and think it's a relaxed perfume. Well, he's the hero."



"But if we don't destroy this smiling backpacker, the story goes on. Well, we're not afraid of it."



"I suppose you're wondering why I didn't go here tonight. The member of Colonel Felt is in the room."



"You defeated the villain in a dramatic way for you being the hero. But he's a happy ending. Or something."

VERDICT

PRESENTATION

Moomin has such a cute face, it's guaranteed to make you smile.

GAMEPLAY

There's a lot more to it than just platforming. Good stuff.

LONGEVITY

Worth playing again so you can see Moomin's sulky expression.

DIFFICULTY

Apart from a few rather tough sections, it's fairly relaxed affair.

80%



REVIEW

PRICE: £14.99

FROM: ELECTRONIC ARTS

OUT: NOW

LINK-UP: YES

INFO: ONLINE ONLY

Reviewed by Ollie



Consonant please, Carol

TIP

If you're close to winning the match, stay in the ring - you can't pin your opponent on the arena floor or in any of the backstage areas. (So if you're losing, leg it out of the ring. Hail You just have to beware of being fatally counted out, as usual.)



When the ring goes down, remember to get out of the way as quickly as possible!



RATTLE!

As usual, there's a lot of over-the-top action. Chuck people around and they might fly out of the ring. Hit them with furniture. Pull off special moves with impressive names. Buy the trousers.



In a pinch? Push these buttons to pull off a killer move!



Learn your opponent's hit with the OFF button (lighter blue) as well.



It's a game with a hybrid fighting system with a wrestling twist.

An amalgam of famous Welsh wrestling original, *Cwm Maelyd*? Possibly.

Few single matches like I'm a famous masked wrestler. I'd tell you which one, but then I'd have to pretend to kill you.

WCW's the one that isn't WWF, so none of the dozen grapplers on offer here is quite as famous as the other geezers. You've probably heard of Hollywood Hogan or Bret 'Hitman' Hart, but would you really buy this to play as 'Diamond' Dallas Page or Booker T? Probably not.

There are three modes here. Quest for the Best (in which you have to beat all the other wrestlers in a bid to win the world title), a single match option against a computer-controlled opponent, and a two-player link-up mode. While the list of moves looks daunting at first it doesn't take long to get the hang of them. Sadly you soon find yourself wishing there were more manoeuvres on offer, because (as usual) it's far too easy to end up



Actually, the mechanics aren't bad at all. And the trousers. Just keep off the ropes.

OK IN B&W?

It's a contractual obligation to show those comedy trousers in full colour, so, nope, no joy in B&W.

This game is enhanced only for Game Boy Color.

using the same one over and over for a cheap route to victory (The plectrifier is particularly effective for this.)

Each performer's finishing sequence is pretty cool though, and range from Hogan's Legdrop of Doom to Sting's Scorpion Deathlock. The game even manages to include some of wrestling's more, or subtle aspects, such as nude gestures at your foes and hitting them over the head with a chair. Ultimately though, it's just a

wrestling game, and (as usual) there's not much to it. It's a shame, for instance, that there's not a create-a-wrestler mode - imagine linking the GB Camera to it. The game is aimed directly at WCW fans and such is

passable, but little efforts have been made to deliver something good. This is now a special



VERDICT

PRESENTATION

Fab caricatures, but the soundtrack's annoying whistles and blimps.

GAMEPLAY

Another basic fighting game, the Game Boy's just not suited for em.

LONGEVITY

A good laugh to begin with, but only the link-up keeps the interest.

DIFFICULTY

The clunky controls are tricker to master than the AI opponents.

71%



**COLORADO ONLY**

Breaking someone's back is a great way to break the tie. Or something.



As well as the main missions, MGS includes 130 virtual (ie, training) missions to hone your mastery of a wide variety of weapons and techniques. Want to become a plastics explosive expert or a missile master? Here's where to pick up those valuable skills.



No, it's true. In a sneeze-'em-up, they are all out to get you.



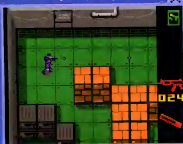
One of the clearest parts of *Plaid Gun Fold* is that hunting muleys with your big gun is just about the worst thing you can do. Creeping around and prying yourself into stumps while guards stroll by unappetizingly is far worse. It.

group of characters (Sgt Jenner, Major Campbell, Colonel Sanders (maybe not), etc) while avoiding close circuit cameras and exploring sewers, gas filled ante-chambers and the backs of loeries for clues, weapons and escape routes.



TIP

it's easy to contact the other characters through your CODEC headset. It's best to speak to all of them as often as possible, not just when you have an incoming message, as they can provide handy tips on how to progress through the game.



Picture the scene. Terrorists have stolen an assemble-it-yourself nuke-festooned tank called Metal Gear Rex and someone has to infiltrate their not-quite-well-hidden-enough base in Central Africa, and take whatever action is needed to avert Kentucky-fried disaster.

Our hero of the hour, Solid Snake, must sneak, explore, impersonate and charm his way behind enemy lines to stop the assembly of the mobile Armageddon kit. He is helped by a large supporting



Booker spends a lot of his time in the game hitting. But in a tough, surprisingly wet sort of way. Directly,

WALKABOUT

The first couple of levels don't pose too many problems, but the camp level before you infiltrate the enemy base through the sewer is nail-biting. Here's what to expect. And don't say you weren't warned!





As in the PlayStation incarnation, we fill the Black Ops combat boots of Snake the Laid, flirting with most of the women in the game. Inexplicably James, whose first name is wheeled out of her mind while sparring with the rest of the cast. It's here that large sections of the plot are gently revealed between the growing ensemble. And much like its older brother, the characters flesh out the binary world like the unfolding pages of a well-worn war comic – dropping clues, introducing new characters and extending the storyline and mythology with every new detail and plot-loaded conversation.

In short, a twisting storyline, a large, comical cast and a challenging game are effortlessly melded as you sneak about in a gametrack and on pipes through an enormous playing area stuffed with hidden secrets and unexpected surprises.

One minute you've found a Level Two pass key, the next you're snaggling through sewers to reach the base interior, and on Level Three (of 12) your first objective is to rendezvous



with your contact, who'll be dressed as a soldier but with long hair and wearing a red bonnet. MGS flaunts its invention.

Contacting other characters couldn't be easier. At any time you can call up the CODEC microphone and ask for help. Your motion scanner – which tracks positions of guards on your screen and just-out-of-view locations – is a life-saver. Get spotted by the villainous minions and they give chase as a handy pursuit counter speeds from 100 to zero. Survive the initial onslaught of turbo-violence and another 100 passes on the counter before they give up the chase and go back to daily patrolling. During pursuit, your trusty skin-saying scanner goes on the fritz, adding a further cruey-hope: it's safe around the next corner frisson to your escape route. Another nerve-jangling element of Metal Gear to keep the heart racing. Hurrah!

Snake's had a long history in games. The first Metal Gear appeared in the late '80s. And National's still making him. It's not only being successful with adults, but it's also one with the younger generation. It's a win-win.



Clash down this ladder to enter the network of sewers. Lovely.

NETWORKING

So you've found the entrance to the sewer network and made it through. Below, the camp is a labyrinth leading deep inside the enemy base. You have to meet an ally who's disguised as a soldier with long hair and wearing a red beret before Fox Mound agents discover you. Tricky.



A maze of pipes you're just the thing to bring you glowing for it, so find the way inside before entering.



As you're climbing through the tunnels, keep watch of springs which through the top. These belong to the enemy's base.



Clash up this ladder to enter the enemy base. No problem. Apparently.



A victory rain has killed enemy base. What's it for? It's a mystery.

OK IN B&W?

Predictably not, but worth buying a Game Boy Color for, so everyone's happy. (Particularly Nintendo.)



What's a plan for going to the park with a friend and getting some scenery? Yeah.



PRESENTATION

Isometric 3D look? Painless transformation from PlayStation, then.

GAMEPLAY

Captures the MGS essence perfectly, and that's what counts.

LONGEVITY

12 missions and 180 training levels should keep you going.

DIFFICULTY

Tough, rough and full of stuff. A bit like Solid Snake, really.

VERDICT

93%



PRICE: £14.99

FROM: KONAMI

OUT: NOW

LINK-UP: 64

INFO: CHANNEL 5 / ECU

Reviewed by Jonathan



Look to the right, Nemesis II: Revenge. The original series for Amiga's Amiga was killed.

TIP

More Konami

Fans know that pausing and tapping is Up, Up, Down, Down, Left, Right, Left, Right, A usually opens a chest. In *Nemesis II*, for example, you get 30 boxes. Um, don't you? Name on... Up, Up, Down, Down... 82? They've taken it out! (This is the worst tip ever - Ed.)



KONAMI: GB COLLECTION VOL. 4

Bad news, readers! we've all turned into a bunch of vest-wearing, shandy-sipping pansies.

The proof that we've gone soft lies in GB Collection Vol. 4, a compilation of space-op hits from the old days. Take *Nemesis II*, for example. Did we really used to play games this tough? You've got to guide your spaceship through a series of enemy-infested levels. Put a wingtip wrong and you're bundled back to the last restart point, stripped of all your power-ups. Luckily, the power-ups will have turned your ship into a laser-splitting fortress so you should be okay. And also it's excellent fun.

Castlevania II: Belmont's Revenge is a bit more relaxed. This time you're Christopher Belmont, a vampire hunter (vengefully) as you hunt for your missing son. Swinging bats show you no mercy so you'll need to grab every last one of the energy hearts that are cunningly hidden in the scenery.

And how about *Viz Ar Kung-Fu*? It's a conversion of one of the world's first beat-'em-ups, and as such it's laughably crude. But you won't be chucking for long as Wang hurts a fearsome grade of fireballs at you.

Welcome relief comes in the form of *Antarctic Adventure*, a cheery racer that's notable mainly as the screen debut of Pentaro, aka the penguin out of *Parodius*. Graphically, all four games look a bit dodgy, but they're all still great fun to play.

The *Antarctic* is one of the GB's best. Score was 1000000. (Ed. note)

OK IN B&W?

The games were originally released individually for the first Game Boy, so, yup, they're fine in mono.



HARD ENOUGH FOR YOU?

Konami GB Collection Vol. 4 aptly demonstrates how thin and weedy we've all become. If you can score highly on these games, here are some other things you're probably qualified for: swimming the Channel glued to a bicycle; demolishing a building with your nose; and wrestling the EA. (But only if I get to wear my spangly leotard - Ed.)



Best of the four is *Nemesis II*. Even if you make it to the home with power-up intact, your chance is small.



Just how tricky is *Castlevania*? The key is to have whiffing flame rifles, which crash to reveal purple hearts and gold.



If you rather *Antarctic* is going to be a soft touch, think again. It's not. *Antarctic* took the worst timing.



Best for *Antarctic Adventure*, last level 3.0's roughly like to split the victory post.

VERDICT

PRESENTATION
Nice intro screens, but rather tragically elderly in-game graphics.

GAMEPLAY
Classic, old-fashioned, cash-matured, high-potential stuff. Hurrah!

LONGEVITY
Is that the same as length? (No - Ed.) Oh. Well, there's lots of it.

DIFFICULTY
Ultra-hard (*Nemesis II*) to gently teasing (*Antarctic*).

80%



FREE: OUR

FRONT: MORT

OUT: 100%

LINK-UP: 100%

INFO: COLUMBIA TRISTAR

Reviewed by Alex



If your idea of fun is gathering bugs, you may struggle to enjoy this. But, this game is for you.

TIP

Igor can do more than you think. If you jump near a platform, press Up on the D-pad - he'll grip on to the ledge, and pressing Up again will make him climb up, like some fresky, malnourished monkey (called Igor). Handy for reaching those distant platforms.



Country to provide help, and whether you're a fan of the series or not, you'll find it a very good game. The only reason to give it a thumbs down is if you're not a fan of the series. (It's not a bad game, but it's not a great one.)



TOONSYLVANIA

Sigh. Another day, another platformer. When will we be free?

As if it weren't bad enough that Toonsylvania is a bit of a crap platform game, the cardinal sin has been committed: you can't squash things when you jump on them!

All right, so that doesn't necessarily make it a bad game. But when you compare it to the likes of Super Mario DK, which is based on a game that's nearly 17 years old, you realise that it hasn't got much going for it.

Mad Dr Vic Frankenstein has left his lab unattended. This turns out to be a bit of a silly move, as his two loyal subsides, Phil and Igor, have been having a bit of a lark around in it. In an experiment gone wrong, Phil gets blown up, and it's Igor's job to get

off your face, Igor. There's work to be done. A good idea of a day just isn't long enough, you know.

MANKY MONSTERS!

Beasties abound in Toonsylvania. Watch out... they bite! (Owl - Ed.) I did warn you.



The enemy rate is very low, and the game is a very good thing, and the only reason to give it a thumbs down is if you're not a fan of the series. (It's not a bad game, but it's not a great one.)



There's nothing to be done, but you can't win. The only reason to give it a thumbs down is if you're not a fan of the series. (It's not a bad game, but it's not a great one.)



And your next enemy... pretty much the only reason to give it a thumbs down is if you're not a fan of the series. (It's not a bad game, but it's not a great one.)

FUNNY FACES!

Laughs-a-lot, it's enough to reduce a hardened gamer to tears. Leave Igor to his own devices and he'll have more fun than you. And now he's happily gurning away, you can run for it and play something decent, like Skittles. Or Russian Roulette.



Igor looks like he's in a really good mood, but he's not. (It's not a bad game, but it's not a great one.)



It's not a very funny face, but it's not. (It's not a bad game, but it's not a great one.)



Igor looks like he's in a really good mood, but he's not. (It's not a bad game, but it's not a great one.)

OK IN B&W? Toonsylvania can't be played on a non-colour Game Boy. But that's okay - it's better unplayed.



Hey, there's a game in there. Hey, there's a game in there. Hey, there's a game in there. Hey, there's a game in there.



So, for a game that's not a very good thing, and the only reason to give it a thumbs down is if you're not a fan of the series. (It's not a bad game, but it's not a great one.)

VERDICT

PRESENTATION

Good looks, great music, pants gameplay. Nuff said.

GAMEPLAY

Did I say pants? (Yes - Ed.) Well, I meant... pants. It's true.

LONGEVITY

Gives it about an hour before you lose the will to live.

DIFFICULTY

Not tricky, actually to play, but finding all the bones is a bind.

51%

REVIEW

PRICE: \$49.95

PLATFORMS: PC, MAC, SEGA, PS1, PS2, N64

DATE: NOW

LEADS UP: ■

INFO: COLORED ONLY

Reviewed by John



TIP

When trying to squeeze between the cop cars and the highway wall in narrow sections, note the direction the cops are circling in and drive to the bottom of their curve while they circle upwards. You'll have plenty of space to drive through. Ha.



DRIVING GAMES

VROOM RAOER

A restaurant owner has welched on his protection payments, so it's your job to ram-raid his places of business while avoiding the cops. It's one of the most enjoyable aspects of the game, but due to the presence of the filth it's also a real challenge.



The first mission is to hit the north wall. Just follow the arrow - it'll point the direction you need to go in.



When you reach the first restaurant, drive through the front window, scattering the waiter and other employees.



As soon as you smash any sort of officers the police arena around the car, you're in a fight.

DRIVER

Buckle up for all the car chases - and wrecks - you could dream of...



You drive my way - this is a really fine simulation of the real-world. PlayStation 2

Not only have there been a rash of brilliant PlayStation conversions over the last few months, but now the daddy of all driving games has made a successful transition to Nintendo's handheld wonder in all its felonious glory. Being as it gets away from the mean streets of San Francisco or Miami has never been more fun or, indeed, easier.

Where Grand Theft Auto gave the player mission-based adventures and joyriding thrills aplenty, Driver uses the same mission-based formula, squeezing even more out of the levels. And, unlike GTA where you could leap out of the vehicle and cause havoc, Driver keeps all the antics in a behind-the-steering-wheel format. This in no way dulls the entertainment. Far from

it, because it provides ample opportunity to ram-raid restaurants and the like and outrun the local racers while on your way to deliver stolen goods or chase down a debt.

Successfully maintaining all the crucial elements which put the title in everyone's PlayStation top ten last year, developers Crawford have also managed to crowd in several fantastic driving games to hone your skills.



The arena begins you should of your window, get to point, you're being hit it with a brick, 50-50

DRIVE TO SURVIVE

Being chased or chasing down - it's all part of the thrill. At the end of each level, you get a save code, so you can take a break and unlock your fingers, or go to the cinema and watch The Driver, or something.



At the start of every mission mission you're given a brief the file.



Qualitative Photo provides driving scenes that against the odds.



After driving up the back of the car, you'll be hit by the back of the car.



Look! There it is! Start for the heavy arm weapon. The weapon is gone, the playing field about the target. So get out





Choose from escaping the cops (Get-away), climbing up a roadside (Pursuit), racing around town against the clock (Checkpoint) or shaking off the attentions of eager squad car pursuit in the game's Survival Mode.

After you've got the hang of throwing your miniature vehicle around the courses, it's time to start your career as getaway driver (while in reality being an undercover cop in a rubbish plot twist invented to placate the masses. True) and enjoy the adventures waiting in Undercover Mode. These offer such delights as getting



When the cops get the old bit of stuff in the other side of town.

to the bank while avoiding the cops, making some speedboost for the driver's keys and ram-riding a bunch of restaurants, with variations thereof, but they're each uniquely challenging, forming part of a gently sculpted difficulty curve and providing much more of an arcade thrill than Grand Theft Auto, which is slower and much dumber by comparison.

And as for the visceral thrills, cop cars chase you down with the barely disguised ferocity of the original game, and while sprawling streets provide some room for manoeuvre (although littered with traffic cones and other progress-impeding debris), the police are hard as nails. And, if you're not careful, they'll ram you into a tight spot and wreck your car. Good job they don't often go for the notorious road blocks of the PlayStation original.

Driver is exciting and perfectly pitched. It's a tremendously accomplished convention and a killer ride.

"You did well," of course. These words might be as common as the words "You did well."



Don't let your boss say with playing, or all the more able to the bottom of the screen.



DRIVING SCHOOL

Driving the mean streets is no joke. (This is a joke so you can tell the difference: What's brown and sticky? A stick.) Here are a few tips.



It's easy to get lost in front of you, drive it. In front of you to get it out of control.



Use other cars to shield you from the racing cars, just this.



Quickly address your, but if they're there's always a work-out to be going through.



DRIVING GAMES

As well as exploring the mission-based adventure, Driver also offers you the chance to indulge in a little free-for-all automobile antics. The driving games are loads of fun and a good place to hone your skills behind the wheel before moving on to the more challenging missions.



Standard mode is the best, with a few extra challenges, including a police car to race your car in the street.



Checkpoint mode involves driving across the city against the clock in order to capture the flag in a given time limit.



Get ready for you driving off the side over the whole city. Every, but you can refer to a large area in the picture. You won't be wrong without it.



Pursuit mode involves driving across the city against the clock in order to capture the flag in a given time limit. Don't try with a real car.

OK IN B&W?

I could try to be clever by saying wreckless driving is a 'colourful' experience, but I won't. (You just did - Ed.)



When, again, the car is in the middle of the road, it's all in the picture.



THE BREAKERS

VERDICT

PRESENTATION

Detailed and excellent atmospheric with plenty of options.

GAMEPLAY

Challenging, although some driving games are too short and repetitive.

LONGEVITY

Survival Mode will keep you coming back for more. There's loads to do.

DIFFICULTY

Perfect difficulty curve never mars enjoyment of the adventure.

92%



REVIEW

PRICE: \$49

FROM: COMMODORE

OUT: 1989

LINK-UP: NO

INFO: COLOR ONLY

Reviewed by Alex



For those of you watching in real-time, the red ball is about to hit the yellow. (That means it's worth at least \$4.)

TIP

It sounds a bit daft, but the best way to pot a ball at the beginning is just to hammer the white into the pack. Hit with enough force and you're bound to pot a ball. Don't scoff, as it's exactly what the professionals do, and they can't all be wrong. Arf.



There's a touch of silliness in the way you play against one with a ball.



OK IN B&W?

Fraid not, but that's hardly surprising. How would you tell the red from the green on a mono screen, eh?

Pro Pool
The ultimate in
Commodore Color™ play

PRO POOL

Roll up... pocket billiards is finally here!



HUSTLER!

Hustle mode lets you bet cash on the game you're about to play. Go on, throw your money away!



That's a tricky, leaving you and the 500 as going for the extra ball. (The yellow-green one, by the way.) The ball is trapped! The referee, off!



If you can't pot it, it's not the referee's fault. Your opponent will surely reach. It's certainly true.



If all else fails (and it probably will), think the cue ball is dead as gently into the pack. Just like the real thing.



The on-screen instructions tell you which ball is worth how much. Which ball is worth how much. Which ball is worth how much.

LINE IT UP!

The idea is simple. Take your cue, line up the white with the ball you want to pot (or at least hit) and strike it at speed with your special stick. Taking aim at the object ball is a straightforward three-stage process. Pay attention, 002.



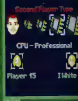
See the white? It's the cue ball. Hit it to the right. And you're off! (The cue ball, not the cue stick.)



Okay, try to hit the cue ball very hard. It's about into the white pocket. That's about it. The cue stick.



Now, it's all over. The cue ball is dead. But don't fret. The referee is a bit of a pro. He'll tell you, usually.



Uh-oh, somebody's a bit of a pro. It's difficult to play, but only because it's flawed and funny.

VERDICT

PRESENTATION

Does what it's supposed to, but doesn't feel the need to do more.

GAMEPLAY

It should be amazing, except it isn't. And that's a bit of a shame.

LONGEVITY

If you can handle its silly ways, then you'll play it for ages.

DIFFICULTY

It is difficult to play, but only because it's flawed and funny.

66%



INFO: CALLER ONLY

Hopefully I provide the lower
land rather well. Most
obviously, please.

Steep learning curve
means you'll need lots
of patient dedication.

50

TOMB RAIDER COOLIES!



3 TOMB RAIDER COOLIE BAGS

To celebrate the smashingness of Lara's Game Boy debut, THQ are giving away five Lara-branded record bags, each stuffed with the gills with a copy of the game, a wallet, T-shirt, keyring and mouse mat, and sealed with a loving kiss by Lara herself!

To win, answer the following question:

1. What's Lara's surname? Is it:

- A) Croft
- B) Cleft
- C) Skleniorsop

*If Lara's unavailable due to pressure of work, the loving kisses will be provided by the Ed in a wig



EL DORADO STUFF!



20 COPIES OF EL DORADO PLUS GAME BOY CARRY CASES

It's the game of the film of the secret gold city of the legend (or something), and Ubisoft are giving away 10 copies, plus 10 snazzy Game Boy carry cases, to carry around your Game Boy with the game in! (Phew.)

For success, answer this question:

2. Who are the stars of El Dorado?

- A) Steve & Dave
- B) Tuko & Miguel
- C) Cheese & Onion



WIN!

There are prizes waiting to be won, as not your thinking caps out!

10 POKEMON TRADING CARD GAME PLAYER'S GUIDE VIDEOS

It's one thing having a stash of dog-eared Pokémon cards to swap in the playground when the coast's clear, but becoming an expert player is another matter entirely. Good job we have a dozen vids to give away!

Actually, I wanted a badge.



Just answer this:

3. Which is the rarest Pokémon of them all?

- A) Mew
- B) Phew
- C) Pikachu

POKEMON CARD VIDS!



LOLLY RADIOS!



retreat from the heat, dash to your nearest Nestlé Ice Cream vendor and demand a Rowntree's Fruit Pastil-Lolly. It's the only ice-cold snack-on-a-stick that boasts five intensely fruity flavours. Scoff! And to celebrate, we have 20 lolly-shaped radios to give away!

As long as you can tell us:

4. What does AM stand for on a radio?

- A) Awesome Music
- B) A Monkey
- C) Amplitude Modulation



WHERE TO SEND YOUR ENTRIES AND THE RULES!



YOU CAN ENTER AS MANY OF THESE COMPES AS YOU LIKE IN ONE GO. BURN YOUR NAME, ADDRESS, ANSWERS AND PHONE NUMBER ON A POSTCARD AND SEND TO US:

WIN! WIN! WIN! • PLANET GAME BOY • SUBSUE PUBLISHING • 30 MONMOUTH ST • BARN SRI 26W

1. No purchase necessary. You can still enter even if you're reading this in the newspapers and are too tight to stump up the cash!

2. Only one entry per reader. Multiple entries will be destroyed in a small controlled explosion.

3. The closing date is 22 September. Don't delay, enter today! Or tomorrow.

4. Employees of Future Publishing and all companies associated with these competitions are banned from entering by royal decree.

5. Mr. Ed's decision is final. (It's true. He dedded.)

6. Winners will be drawn from a big floppy hat in which we'll put all the question right and you win that prize! Get it wrong (or miss it out) and you go back in the hat for another chance!





REVIEW

PRICE: £4.95

FROM: INFOGAMES

DATE: NOW

LINK-UP: YES

INFO: COLOR ONLY



This might seem like the most of 'em, but it's not. The game has a lot of other levels, including the classic 'Bugs Bunny' level. It's a real treat for fans of the cartoon.

TIP

Use the right character at the right time. There's usually no need to switch to anyone other than Bugs for most of the early levels, and you might get bluffed up a treat if you wander into a trap as a character without the abilities you need to escape. Keep a few carrots handy to top up your energy and be prepared to make a job at Select with your nose or something to pull off a quick change.



Don't forget to use the 'Bugs Bunny' level. It's a real treat for fans of the cartoon.

THAT'S NOT ALL, FOLKS!

Bugs is the main character as he was the one who uncovered Marvin's fiendish plot, but you'll need the help of a bunch of other toons. Earn their trust and respect by beating them up a bit, just like you would with real animals. (Sweep - A Bear.) Owl (Dial.)



Two other games that get more than their fair share. But it's a pity that the game is so simple. It's a real pity that the game is so simple.



Back you just love the way Bugs looks. It's a real pity that the game is so simple.



Bugs looks like a real bear. It's a real pity that the game is so simple.



Bugs looks like a real bear. It's a real pity that the game is so simple.

MARTIAN ALERT

Eek! Wait, it's only Marvin. But - oh no! - he's going to destroy the world. So eek after all.



OK IN B&W?

Mention Alert's one of that growing band of Game Boy Colour-only games. At least it's polite enough to say so.



Maybe it's something about the way he walks, but Marvin the Martian has never struck me as a particularly frightening character. It's just as well that I'm not in an animated cartoon, because if Marvin found out I was guffawing at him behind his back, he'd probably disintegrate me crisply.

Anyway, Bugs and Co are unfortunate enough to be stuck in the same universe as the psychotic midget, and

they've got big problems. The old Marvinster has lost ten pieces of a teleporter somewhere in the toon world, and if he gets his hands on them before Bugs does, it's all over for the fluffy residents of the brightly coloured planet.

What this means for us Game Boy players is 20 levels of Conker-style adventuring, with 34 playable characters, loads of sub-quests and a supporting cast of just about every Warner Bros cartoon

star ever in the history of the world. Bugs is a bit limited in his range of moves, so first of all you've got to get some allies. You win friends by beating them up in a fair fight (much), and after a little thumpier-crashier you'll have a posse of animated favourites to choose from.

The puzzles are fairly simple, consisting of lengthy mazes and a lot of switching between characters to make use of their unique abilities. It won't cause too many

headaches and the graphics really are top-notch. It's a better and more varied game than Conker, and there's a selection of simple link-up games too. Well worth a look or eighteen.

WITHIN THE WOODS

Exploring the forest mazes around Bugs' home burrow will reveal all sorts of sub-quests essential for getting one over on Marvin's Martian forces. Just watch out whose house you go breaking into, as not everyone's a rabbit fan. Myxomatosis germs, for example.



What about those big yellow carrots? They're a real treat for fans of the cartoon.



It's a real pity that the game is so simple. It's a real pity that the game is so simple.



It's a real pity that the game is so simple. It's a real pity that the game is so simple.



It's a real pity that the game is so simple. It's a real pity that the game is so simple.



VERDICT

PRESENTATION

Sharp backgrounds, great Looney Tunes art and smooth animation.

GAMEPLAY

Lotsa lotta characters, lotta lotta variety, but lotta, yellow lotta. Art.

LONGEVITY

What it lacks in difficulty, it makes up for in sheer size. It's positively large.

DIFFICULTY

You probably won't have too much trouble with it. It's just fun.

87%



PRICE: \$24.95

FROM: NINE 2

OUT: 15 AUGUST

LINK-UP: YES

INFO: CHASE ONLY, INFLAME, PONTIAC

Reviewed by Olla



It would have been better if Dr. Evil could have written your message, but not out-of-control. (Rating: **B+**)

TIP

Probably about the most useful aspect is the calculator - ideal for sneaky use during maths lessons, just ensure you leave the volume turned down as you're not rumbling! (Or you could just use a normal calculator. Or your fingers - Ed.)



CHOPPER! CARBIDE! PENALTY! SHOOT! POWER! A. AUSTIN



Reproduction of the door of the two models are included as part of the Internet On, pretend Internet! edition. There are two further features: 16, you have to Study Power and after a successful first session in a stick

AUSTIN POWERS HOW BEHAVES!

DR. EVIL: WELCOME TO MY UNDERGROUND LAB! A! Austin Powers. The man. The catchphrase. The two near-identical, completely crap novelty carts. Yoinks.

OH BEHAVES!

The mini-games are a bit crap. There's the rapidly-becoming-a-standard (although it's massively-pointless) Paper Scissors Stone, and a sort of Pac-Man thing starring Austin instead (notch), which might keep you amused for longer, except not much. Haigh ho.



Being on his hands on his hands. He, well, he's feeling the wrong way. He.



Austin Powers is a show that did as a cartoon but did nothing from playing in a video machine. In fact.

Okay, you'll have to bear with me on this one, for these two carts are no ordinary bits of kit. Oh no. No-y no, not at all. What we have here are scaled-down versions of Windows (you know, the clunky PC interface) with an Austin Powers theme.

(Well, strictly one of them boasts Austin, the other a Dr Evil theme. But the core of each cart and their contents are identical.)

There are only two main parts to each cart: games and programs. The games are even droopier than the ones that come with real Windows: Paper Scissors Stone is a totally pointless version of the playground classic, and Mojo Maze is simply a very poor take on Pac-Man.



After about 10 years, you'll think the movie, to be repeated with another one of them. Apparently not this.

EVIL IS GOOD

Unlike, say, *Pokemon Red and Blue*, there are no real differences between the two versions of Austin Powers. It's all down to which wig you prefer.



I'm going to destroy the world with a giant 'Austin' power. I'm not a master of disguise.



I've had some terrible past in Austin Powers. Every power is a power. He's got it.

"Austin Powers is the best. Why not? I'm interested in destroying the world and destroying the 'Austin'."

"Austin Powers is the best. Why not? I'm interested in getting and being very and being the best. Why not?"



The programs are probably the main area of interest. There's a crude word processor where you can print out your masterpieces and 'e-mail' them to mates via the Internet Link-up (or, as long as you're right next to each other). The carts also include a calculator and the Internet (actually just some trivia about the two Austin

Powers movies). If only they'd thought to include an address book there may have been some point to it. They're clearly aimed at a very young audience but that's no excuse for shabby rubbish like this. So diabolical you suspect Dr Evil might be behind them.

OK IN B&W?

Gaghi! They're both Game Boy Color-only. What a disaster. Except, on second thoughts, phew.



VERDICT

PRESENTATION

Neat movie clips. And that's about it for the presentation side.

GAMEPLAY

Three mini-games, but they're crap. So these are mini-games then.

LONGEVITY

Once the novelty's worn off, these carts will be gathering worry dust.

DIFFICULTY

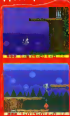
More of just a 'willy' than a game, so not really applicable.

23

%



happy jump out of his skin - if he had a jump button, that'd be no worries though, as this game is here to make you jump about happiness.

WILEY **CHOLARNE PRESS**

Every room has a treasure chest in it. Sometimes there are two - one will either be haunted (it'll sprout teeth and try to bite you - avoid!) or it'll disappear as soon as you open the other one. Enter as many rooms as you can and pick up as many weapons and bonuses as you can. Don't forget the keys for the next level!



Carrots and a haunted castle? Kemco decide if it ain't broke, don't fix it...

Bugs Bunny used to have it simple. Avoid Elmer Fudd and any hidden mines or bear-traps buried round the burrow. And if Elmer shows up in drag, bash him over the head with a Spanish guitar.

Then in stepped Kemco, and before you could blurt out, "Look behind you, floppy ears!" there were platformers all across the land. And as you've keenly deduced, this is the fourth.

The action is of the explosive, pick up power-ups and weapons and collect hidden keys variety, and the cartoon likenesses of Warner's animated stable litter the game. Pepe le Pew, Duffy Duck and Caspar the Friendly Ghost are all hell-bent on peckily sapping your enemy bar.

The Ingenious level design requires you to climb great heights then leap off and bounce on trampoline objects in order to reach even more platforms and whatever's hidden there. To stop the jump button getting in the way of the system, there isn't one, which, if you

think about it, is quite clever. But while this is fun in the short term, it does become tedious after a couple of hours' play: it's polished, but you've seen almost all of it before. For fans only. (And, hang on, *Casper The Friendly Ghost*? What the hey?)



Nope. Cartoonish graphics need to be viewed in colour in the real world. (Es, unless they're incredibly old.)

 This game can
only be played on
Game Boy Color.

LEARNING THE ROPES

Bugs Bunny doesn't have a jump button to cross gaps. The trick is to climb and drop on to the trampoline plants which will propel you back upwards. Steer to the right to get across. Easy, eh?



Up the speed! Trussing trails these players in a quicker and safer way to get around the lake levels. Photo:David



Once you've found the gas here, you can play Dodge Field a little off his own medicine. You really will! You...



Once all the bugs have been collected, they get the green light: speech bubbles telling him that the path door is unlocked. Then



Get up this ladder and push that jolly thing on the right. Or is it a wall? Anyway, it's not. A pulsating orange and will tell you so.

VERDICT

Nicely animated ghosts and more, but it's all a bit samey.

Once basics have been mastered, the excitement comes pretty quickly.

So many levels it could run for ages, but you'll have lost interest by then.

More enemies and trickier mazes the further you progress.

65





There's no system at Britishair (although they still refuse to sign a code of fair play). (Except for some labor standards, the rest really.)

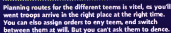
Many of the earlier missions are easy-peasy, and you don't really need clever plans. In the case of the first mission, for example, you can rescue the Ambassador with just one man. However, if your crack anti-terrorist soldier overdoses on Ferrero Rocher or something, you can save the day by sending the remaining teams to the side and front entrances. Still no dancing, mind.



It's worth having a smooth impact, so the discomfort lets you spot the bad guys before they spot you.



Some of the levels take place at night. Consequently, the streets grow a lot darker. You can understand the effort by quickly looking for 27 years to become an astronaut, then drastically changing your mother's attitude right and taking it to the sea, then changing the way again. Remember to put in your notebook before your next submit.



Move the cursor over the bottom
to 'draw' your chosen path. That's it, done.



Trade, and you sit high between
the Lancers' charge orders and incites.

Shoot the good guys and rescue the bad guys - or is it the other way around? Ah whatever...

Terrorists, eh? Not content with pulling the wings off flies, they like killing people and blowing up stuff. Enter the Rainbow gang, international

playboys and terrorist-shooters. (Hawaii! - A fly.) Rainbow Six closely mirrors the PC original, so you get the same 34 missions (anything from killing terrorists to defusing bombs). Once you've read the briefing, you need to hand-pick your squad, kit them out, divide them into teams and plan your attack.

The planning stages are a little long-winded, especially as your troops stick to their paths like soggy Sellotape to a damp brick. But once that's out of the way, you're free to storm ahead, shooting the baddies, luring hostages to safety, and generally keeping the peace in fine style (even if the bad guys are amazingly easy to pick off).

On first impressions, the huge array of options is a little daunting, and the painfully slow default movement is a little off-

Part of your managerial role is to kilt out your troops with the right gear. Not only do you have to worry about shooting irons and big black bengy bombs, but if you get the camouflage fashions wrong, they stend out like a fire in a plete of water. Caramba.



Let's hope the terrorists haven't sent off for the same religious ed-



Why doesn't it try this chunky little number, augmented with automatic systems and fine-grained? *Horrid*.

Rainbows are famous for having lots of colour. Accordingly, Rainbow Six doesn't work in B&W.

putting. However, patience reaps its own rewards, and if you like a little lateral thinking, you'll quickly become engrossed.

The game's main failing is ultimately its limited appeal – unless you have a genuine love for strategy games and an enormous amount of time, you'll find yourself getting bored rather too early. *Rainbow Six* is neat, but it's niche-w



Actually, I'll go for the contact lenses.

There's just enough time for a group hug before the lotion is over. It's not like you need little sachets.

Detailed backdrops and
sprites, ornate menus,
relatively tame story.

Strategy rather than speed: the action is slow and methodical.

Limitless options. Plenty of scope and replay value in each scenario.

Tricky if you're not a
strut fan, but a walkover
if you are. **Soundb.**

70

REVIEW

PRICE: £15

FROM: GEM

OUT: NOW

LINK-UP: YES

INFO: COLOR ONLY



Save! The hero has lost and for a mighty group of animals, he's been taken from behind at Monza, Italy.

ROAD TO UTOPIA

There are five courses to begin with, and certain routes are blocked off. To access more areas, race in the championships. Here are a few tracks. Memorise and eat.



The City track is a pretty tough track for the first time. It's a bit more of a challenge.



As many times as you can, try to win it, with your own car and with the team.



Is this, Grandpa? The instructor needs a bit more, so he's only of glass.

EG RALLY 2

Red light! Green light! Go! Go! GO! Oh. Er, maybe we should have got in first.



SUPERCAR

Win races and win cars. Easy. The ones you start with are fast, but soon you'll realise they were made of fudge, or summat.



This one would be pretty hard to win. It's a bit more of a challenge.



Even faster, but it's a bit more of a challenge. It's a bit more of a challenge.



What? You're a bit more of a challenge. It's a bit more of a challenge.

There must be some reason why the Game Boy has played host to so few really good driving games. It's probably to do with science. Whatever the cause, it's great news for Kemco, of course, because it means that EG Rally 2 is virtually unchanged in its drive-y excellence.

The coders responsible, possibly named Jim and Donald, have wisely decided to ignore all of the special effects and graphical tinkering seen in rival driving games, instead concentrating on getting as much speed as possible out of the console. Once you've unlocked a couple of the better cars, it really does move along at a scorching pace.

The tracks have plenty of wide, sweeping bends, and with the arcade-style handling you can take corners at full speed without sliding off the road. (Assuming you stay on the best racing line while jostling for position with the



When in this mode, the car is a bit more of a challenge. It's a bit more of a challenge.



When in this mode, the car is a bit more of a challenge. It's a bit more of a challenge.

OK IN B&W?

Nope. Colour only - it's all to do with molecules (or possibly the speed necessary for the game).



computer cars, of course.) No-fills looks and slick handling aside, what really separates this from most of its rivals is the top two-player mode. You don't get any computer cars when playing

via the link cable (and, er, you'll need 50 quad for two copies of the game), but it's an option that few other Game Boy racers offer. Right up there with the likes of Ultra Soft's *Alto*.

TIP

When racing in two-player mode you can use sneaky tactics to make sure you finish in front. Use the course map to see when your rival is approaching, then intercept any overtaking moves, if the other cars hit you, you get a turbo boost. Smashing.



What? You're a bit more of a challenge. It's a bit more of a challenge.

VERDICT

PRESENTATION

Looks a little bit basic, but it's fast and smooth on a quick thick soap.

GAMEPLAY

Friendly handling equals fun, just like in real life. (Saucy monkey... - Ed)

LONGEVITY

Five courses and that's all (if expensive) two-player bonus.

DIFFICULTY

Not as difficult as Le Mans 24 Hours. Hurrah for that.

85%



PRICE: £14.95

FROM: BENTLEY

OUT: 1997

LINK-UP: 32

INFO: COLUMBIA / B&W

Reviewed by Jonathan



Blaster Master: Enemy Below is the 3D version of the 1988 game. It's a tank game, but it's not like the others. It's a tank game that's not like the others.

TIP

Although this boss is tricky to kill, too. You need your gun at max power, and you've got to aim for its (ahem) engine just after it's fired blobs at you. Perservere, because it surrenders a Hi-Jump pack which lets your tank leap on to previously unreachable platforms.



BLASTER MASTER: ENEMY BELOW

Can you master your blaster? Or will you need a plaster cast? Er.



Ugh! This looks like some mouldy oldies game from about 1988! (That's because it IS a mouldy oldies game from 1988, you berk - ed) Oh Er, that explains why it looks rubbish. Except, although the graphics are a bit funny around the edges, if you scrape off the green bits and start to play, it turns out to be a bit of a rip-roarer.

To begin with, it's like a sort of weird platform shooter-up starring one of those umping tanks that would probably be incredibly useful in real-life wars. But very occasionally you'll come across a narrow gap in the scenery, or a door. That's the

point you press 'left', whereupon a tiny man jumps out. He can sneak though doors into viewed-from-above maze bits, where he can attack boxes and grab weapons to fit to the tank to make it even deadlier. My favourite is the downward firing Thunder Break, which is highly useful if you do come across an enemy below.

What makes it such fun is that the tank and the bloke both respond nimbly to the controls, and the levels have been cunningly designed so that areas open up as your tank becomes more powerful, giving you good reason to hop out the tank in the first place.

A 'P' PLEASE, BOB

Mums always tell you to eat your 'P's, and now you'll understand why. Sometimes they appear when you kill a baddie, and sometimes you'll find them lying around.



If you start if you're having to make it to the end of the game levels. They replenish your energy, you see.



But, suppose you're not sure you can't get it. The idea is that when he's walking around, there's a tiny tank hidden.

OUT HE POPS

Tank a little cumbersome? Call on Jason for help.



If you press 'left', a tiny tank jumps in the top of your tank and out pops a mini-tank ship. Don't be alarmed - he's called Jason, and he's your pal.



Jason can go down the tank track, but if all you can go through there the tank can, which isn't a whole new world of 1988-style adventure. Go.

OK IN B&W?

You can still play Blaster Master if you've got an old B&W Game Boy. In fact, it's almost better that way.



The last time I played this, these were some of the best I've ever seen. It's a really, really good game. I can't wait to see it. I can't wait to see it. I can't wait to see it.



VERDICT

PRESENTATION

Sadly, it looks just like the 1988s throwback it undoubtedly is.

GAMEPLAY

Surprisingly entertaining, with tank/sloke action and lots of secret bits.

LONGEVITY

There are eight hefty levels and it's tricky to get through.

DIFFICULTY

Moderately tough with some really chewy bits to keep you mused.

79



TIPPED OFF

'Ello, 'ello, 'ello. We have reason to believe there's some cheating going on...



MEN IN BLACK

Those crazy boys in their black suits and ties could do with a hand on this tricky GB game. The following cheats and codes will see you through.



FLY MODE

Input the passcode 0601. You'll get a message telling you it's wrong, but just start your game. When you're playing stand still, hold SELECT, and use the D-PAD to fly about. Should you wish to land release SELECT.

GET GUN

While in the air during the fly mode cheat hit A and SELECT together. A lightning symbol will appear. Your weapon is now charged.

PASSWORDS

Not really needed after the last cheat, but here you go anyway!

Level	Password
Manhattan	2710
Server System	1807
Aerodrome	8359
Bookings	2795
Woods	3167
View Game Celebrations	1943

INSTANT POINT & LEVEL SHIP

Enter 2409 as your password then start a new game. Jump to the next level by pausing the game and pushing SELECT. To skip through to the next restart point pause and hit A.



TURBO: RAGE WARS



Dastardly dnos getting you down? Find yourself short of the big guns in those dangerous situations? Or perhaps you'd just like to jump ahead a few levels to see what else is waiting for you. Here's all you need.

ALL WEAPONS CODE

At the password screen type in 51a2fb



LEVEL SHIP PASSWORDS

Type the following on the same screen

EASY SETTING

Level	Password
2	K149F4
3	3T5L31
4	5H254H

MEDIUM SETTING

Level	Password
2	2H2TL1
3	21K6B1
4	2T0CNR

HARD SETTING

Level	Password
2	3T5JV1
3	2F5Q2H
4	H2SLR5

WWF



WRESTLER

Opponent	000	Password
Ken Shamrock		03B7
Jeff Jarrett		03A6
Road Dogg		03A3
X-Pac		03A2
Billy Gunn		03A1
Val Venis		03A0
Big Boss Man		037F
X-Pac		03A0



WRESTLER

Opponent	Password
Val Venis	230H
Road Dogg	230H
X-Pac	230H
Billy Gunn	230H
Ken Shamrock	230H
Shawn Michaels	230H
Billy Gunn	230H

TOP GUN

Seem to be plodding along in second gear? Give your performance a boost with these turbocharged cheats.

BETTER CORNERING

Hold up and tap A or B while rounding a corner

WRESTLEMANIA 2000

Wrestlers, eh? They're big, strong hairy men with rippling muscles and an unhealthy obsession with baby oil. Clearly, then, your best option is to cheat.

WRESTLER: BILLY GUNN

Opponent	Password	Opponent	Password
Road Dogg	PJH1	X-Pac/Ken Shamrock	PJZ1
Val Venis	PJMT	Steve Austin	PJ1B
Jeff Jarrett	PJ3B	Undertaker	PJ3P
Shawn Michaels	PJ4B	Kane	PJ5B
Big Boss Man	PJ47	The Rock	PJ7H
Ken Shamrock	PJ8W	Mankind	PJ1C
The Big Show	PJ5S	Kane	PKB7
Shawn Michaels	PJ4Z	The Big Show	PKD7
Triple-H	PJ1C		

STEVE AUSTIN

Big Show	CS2S
Kane	CS4L
Mankind	CS6A
The Rock	CS8K
The Undertaker	CS19
Mankind	CTDV
Big Boss Man	CTV9
Shawn Michaels	
Val Venis	CS0T
Triple-H	CSX

WRESTLER: THE ROCK

Opponent	Password	Triple-H	FS8P
Ken Shamrock	FS3B	Shawn Michaels	FS27
Jeff Jarrett	FS04	Big Show	FS2X
Road Dogg	FS0N	Kane	FS20
X-Pac	FS0L	Mankind	FS6L
Mr. As	FSPL	Undertaker	FS7Z
Val Venis	FSR6	Steve Austin	FS1P
Big Bossman	FS53	Mankind	FT38
X-Pac	FSW9	Big Boss Man	FT38

THE UNDERTAKER

Triple-H	2B0P
Kane	2B2C
The Big Show	2B3D
Mankind	2B6L
The Rock	2B7Z
Steve Austin	2B1P
Mankind	2C8B
Shawn Michaels	2C0B

RALLY

ACCESSING ALL CARS & COURSES

Enter password:
Y0X-XZ

SLUG BUG

Press A, B, A (x2), B (x2),
SELECT (x2), START at the
title screen.



JAMES BOND

Card game, Mr Bond? Please, sit down. But of course we can raise the stakes. Very well, you take those and I'll take these... and... yes. Beat that Mr Bond! Hahaha... Oh, you have. Drat!



CARD GAMES

If you fancy a quick game of cards without having to play the game, input one of the following as your name to get to the casino

Game	Password
Red Dog	RED006
Baccarat	BAC001
Black Jack	BJACK

MORE MED-KITS

Here's a sneaky old-style trick. Begin a new game and walk inside the house, then take the med-kit from off the top bed. With it in your possession hit SELECT then choose Save and Quit and load up the game again. The med-kit will have reappeared and you can repeat the process until you can carry no more.



ACTION REPLAY CODES

LEGEND OF ZELDA: LINK'S AWAKENING

Infinite Energy 0115FA0E

TARZAN

Infinite Energy 0110A0C1

Infinite Time 0109BAC1

Infinite Lives 0105A0C1

POWER QUEST

Infinite Health 00A07022

Stop Timer 000540C2

WARLORD 2

Infinite coins 01090A05

(Turn off Action Replay at end of level)

MEN IN BLACK: THE SERIES

Infinite Lives 0010B4A2

Infinite Health 001058CA

CRASH DUMMIES

Infinite Lives 0105BAC0

MEGAMAN 5

Infinite Energy 016A9E3E

Infinite Lives 01047F92

ANY OF YOUR OWN?

We're looking for the best Action Replay cheats and codes, so send yours in today. They don't have to be just health and ammo cheats - the more original they are the better!

SEND CODES TO:

Action Replay Codes,
Planet Game Box
Future Publishing
30 Monmouth Street,
Bath BA1 2BW

OR EMAIL:

planetgamebox
@futurenet.co.uk

RETRO CORNER

> TETRIS: Level *10

A true classic Game Boy title, and one that still remains as popular as ever. To make things even harder than they are already hold DOWN and turn on your machine. When you choose a starting level you'll notice a heart next to the number as the blocks fall - this tells you the cheat has worked. This adds ten levels to the one you selected. Consequently, level 0 becomes level 10, level 5 becomes level 15 etc. So this makes it harder. Hmmm. Not much of a cheat, really.

> CARGOYLE'S QUEST: Jump ahead

An admittedly hard game, but a great one all the same. At the password screen input KKKK KKKK and you'll be resurrected at a much deeper stage of the game. Ha! Feel proud of yourself, now, do you?



Welcome to

PROF OAK'S Question Time!



"Hello there! Planet Game Boy have very kindly asked me, Prof Oak, to answer your game-related questions. If you're stuck in your latest adventure, or perhaps never quite managed to defeat the last boss in an old game, write to me and I'll help, as long as I can keep Snorlax from sleeping on the mailbag!"

HELP, I'M GOING NUTS!

? "I'm really stuck on the Mako Islands in Conker's Pocket Tales. In the game where you have to hit every nut, my score only equals 2600 points, and the target is 7000. Can you help?"
Iain McDonald, Livingston



"Hm-mm-mm-mm-mm, oh yes, this will be a lovely sandwich when I'm done, I think... OH! Sorry, didn't see you there! What was your query? Oh yes, I see. One of my favourite Game Boy titles, this section is difficult but worth persisting with as you get present number 35 for accomplishing it. It fires the left one. A fires the right, and you've got to shoot when the coconut is in the square. DO NOT just merrily try the button! Keep trying until you win."



TIME FOR WALKIES, BOW-WOW

? "I'm stuck on Zelda DX. I've got Bow-Wow and this woman keeps telling me to take him for a walk, but where to? In the second dungeon it's all dark. I can see a keyhole, but it's guarded by pots (and I haven't got a key anyway!). And where do I find the bracelet that will allow me to lift these pots?"
Elaine, Huddersfield



"Oh hold on, I'll be with you in a moment! Just cooking some noodles. Charizard, Ember now! Obey me! Obey!" (Ker-wumphi) "ARGH!! I'M ON FIRE!! Squirtle, Water Gun now!" (Splish!) Phew! I knew I should have used the microwave! Well, on to your question. You take Bow-Wow to the swamp up north, where he eats the plants, clearing the way to the second dungeon (Bottle Grotto). The dark room problem requires a key, so get one before returning. The Power Bracelet's in another dark room with ghosts - use powder on the lanterns."



WATCH THIS SPACE

? "I've had Super Mario Land 2 for years and I've completed it so many times. I've heard there are six secret levels and I've found five. Do you know where the sixth is? I've found the one in the Turtle Zone, the two in the Pumpkin Zone, one in the Tree Zone and one in the Macross Zone. I've heard rumours that there's one in the Space Zone. If so, where is it? I've been trying to find it for ages!"
Laura Jane Parry, via e-mail

POKÉMON CORNER

"POKÉMON? AN, YES, I KNOW WHAT THAT IS! GOOD! PLEASE MAILING A BIG POKÉMON KNOW... WHEN WE'S NOT DOING THE POKÉMONS AND THE BOARDGAMES. LIKE SUCH AN ADVENTURE!"

? "I have been trying to catch a Pokémon called Scyther. For over 50 attempts in fact. Can you please give me a tip?"
Gary, Argyll &

! "Ah, yes, Scyther... a most cunning adversary. There are two ways to get hold of this dreaded Pokémon in Red, either with 5500 coins in the Exchange Place (Cerulean City) or by exploring the Safari Zone in Pallet City. The latter is the cheaper option, as you pay a mere 500gp entry fee to get into the zone. Use bait to distract Scyther and use Safari Balls until you get lucky - it can take a while."

? "I've stepped off the S.S. Anne and it's sailed away! Can I still progress through the game?"
Oliver Dobson, Newbury <

! "Olives, my dear boy, there is some confusion among new trainers regarding this luxury item. It will only leave once you have HANOI (Cub), which is obtained from the Captain, as this is the only important item on board needed to continue."

? "I can't capture Chimey, turns out Kangaskhan in Pokémon Blue. Is there a method of catching all of the troublesome creatures?"
Richard Featherstone, Lancaster <

! "Oops, dropped my Pokéball! Whoopee! They've



LET'S FINISH OFF BOND

? "I've been told that you can get a better ending to James Bond 007 if you find a special item in the game. Is this true, and if so where can I find this mystery object?"

Debi Smith, via Email

(Gosh! Please!) "CHARIZARD, CALM DOWN!! Oh my goodness! Well, well, on to your question. There is an item which gives you a better ending, and it's easy to get. When you talk to Q in London mode, behind him is a trap sitting in a dark. Tap A to inspect it, then press A again and it'll fly through the wall. Go through the hole it made and there will be the M.A.S.S.I.E. waiting for you. (Smash Kablam!) Oh my! This is insane.



CRACKING THE EGG...

? "I'm in the egg on Legend of Zelda: Link's Awakening and everything is fine until it comes to firing arrows at it. What am I doing wrong (or missing)?"

Elaine, Huddersfield

Mmmmm... delicious! Oh, another question! Congratulations on getting so far, Elaine. I'm assuming you're having problems tackling that final guardian inside the egg, but let's take a step back for a moment. Read the book furthest to the right in the library (first row) to get the directions for the maze, although you will need the magnifying glass for this (obtained by trading items throughout the game) and play the 'Ballad of the Wind Fish' to open the egg's entrance. Follow the directions to the boss. Now do the following:



1ST PHASE: Dodge his attacks and get close.

Sprinkle with magic powder three times.

2ND PHASE: Keep away and wait for the boss to fire a bolt at you. Swing your sword and it'll go back and strike him (some won't, however, so avoid these).

3RD PHASE: Keep ducking and diving, striking the tail with your sword. 4TH PHASE: Use the Boots to attack with a thrusting charge.

FINAL PHASE: Equip with the Feathers you can jump over his attacks if you're quick. To actually kill the creature for certain, fire arrows into its eye when it opens up. It takes patience and practice, but it's the only way to free the island. Climb the stairs that appear subsequently and the game is complete."



IT'S AN ODD JOB!

? "Could you please help me out on James Bond 007? I'm having trouble on the second part of Oddjob's Secret Base. I've tried hundreds of times, but I just can't kill Oddjob! Whenever I move around, even with my Shield, I get

killed. I'm getting really frustrated by this so can you please help me by telling me exactly how to kill him?"
Michael Jarvis, via Email



There's nothing quite like going back to a classic game... There is indeed a secret level in the... umm... Ah yes, the Space Zone, but you'll have to be quick to get there. On the first space stage go past the two moon blocks and the ball bomb the blocks above on to a platform. Leap across, collecting the stars as you go. The secret exit's above the regular one."



"Then, finally got Charizard under control - he does get in awfully easily! Well then, Michael, you do have a problem, don't you? Make sure that you have the Titanium Shield first of all. To get it, leave the prison area, use the Rocket Launcher to go along the hallway and up, then kill the men in the room with the boxes. One will drop the Shield. If you equip it during the battle you can deflect Oddjob's deadly hat back at him. Peachy!"



Stuck on your favourite game?

Then let me, Prof Oak of Pallet Town, solve your Game Boy worries.

WRITE TO:
Prof Oak's
Question Time
Planet Game Boy
Future Publishing,
30 Monmouth Street,
Rath BA1 2BW



gone under the fridge. Flip. Oh, well, what was that? Ah, yes, these rare Pokémon are tricky to track down in the Safari Zone, but carry on wandering around and keep your peepers peeled. I'm afraid that patience is the only method that works. Use plenty of bait to distract them and throw Safari Balls until they finally slam shut."

? "I'm in frantically desperate need of the sixth badge. Where is it, and how do I get it?"
Aaron Salter, Kent

! "The Marsh Badge is in... OUCH!!! I just sat on a Weedle! Ow-ow-ow! Well, anyway, the Marsh Badge is in Saffron City. Sabrina is tough so make sure you have Bug and Ghost Pokémon around level 38 with you. Whew! that element! Ah, here it is... Ahhhh, much better. Inside the gym



are teleporters. From the first, use the top-left tile, then use the bottom-left one, and finally use the bottom-left again.

PROF OAK'S FUNNIEST TIP OF THE MONTH

CAPTURING SAFARI ZONE POKÉMON CHEAPLY

Visit the Safari Zone then, once all 30 balls have been used, leave for Seafolk islands. Surf along the east coast half in the water, half on the shore, and with luck you'll encounter Safari Zone Pokémon. Now use Pokiballs to capture them all.



I'm not entirely sure if he's blushing, or wearing make-up.

**SUSSED!****PRICES
FROM NINTENDO
OUT NOW****LENN-UP! YES
INFO: COLOUR ONLY,
INFRARED, POINTER.**

by Steve Edwards & James MacKenzie



SUPER MARIO BROS DELUXE THE COMPLETE GUIDE!

Life as a plumber getting you down? Looks like you'll need a little help, then...

There's one thing that can be said about Mario that rarely applies to videogame characters. You see, he's not just a personality or a face for a game, he's a legend. A veritable icon. A hero of immense proportions. He also happens to have a girlfriend who seems to get kidnapped more often than any sane man would prefer.

Though Mario has had several outings on the Game Boy, most notably the Super Mario Land trilogy, they weren't entirely true to the genre which had received so much critical acclaim on the bigger Nintendo consoles. Thankfully, the release of Super Mario Bros DX changes the completely - you're not only playing an important slice of videogame history, you're also getting one of the finest platform titles on any system.

Rather than rely on just a straight conversion - which would have been no bad thing - Nintendo have crammed in tons of extra goodies: 32 Original Worlds, 32 Star Courses, 32 Challenge Courses, 32 extra Worlds previously only released in Japan, eight unique Two-Player Worlds, a Racing Mode, Photo Album, Toy Box, plus a myriad of neat extras to keep you entertained long after you've finished everything. It's almost too much to handle!

Thankfully, we've put together everything you

could possibly need to get to grips with the game. There are the highly detailed maps and a barrage of tips for each and every World (including the Star Courses and Extra Courses), useful tricks for beating your mates in the Vs. Mode, the locations of all the Red Coins and Yoshi Eggs in Challenge Mode, a shedload of tips for getting all of the pictures for the Album and finally, useful pointers for getting the most out of the Toy Box.

So, grab your Game Boy and a dozen spare batteries and prepare to delve into one of the most rewarding handheld experiences you'll ever have...

SPECIAL MANOEUVRES

As you'd expect from a Nintendo platform game, there are a number of little tricks, techniques and nuances within the control system which allow you to pull off some pretty cool moves. Here's a brief rundown of the more useful ones:

DUCK SLIDE



tricky move worth perfecting (especially for Super Players).

As Super or Flery Mario, you'll probably have found a tiny gap which only regular Mario can make his way through. Simply run towards the gap, then duck just before it to slide through. If you end up beneath a brick, you can jump up to bash it out of the way.

When the gaps aren't as floor level you'll need to use the Duck Jump rather than the Slide. Run towards the gap, duck just before it and then tap the A Button. A

RE-ROUTING



Using this technique, you can jump up to seemingly inaccessible platforms simply by 'hooking' Mario as he leaps. It has several other

Certain bonus items automatically drift to the right when they are found, forcing Mario to chase after them. By bashing the block beneath a bonus, you can change its direction. Use this skill to avoid losing bonus items off the screen and to steer them away from enemies.

When Mario is jumping, it is possible to use the D-pad to subtly steer him left and right. Using this technique, you can jump up to seemingly inaccessible platforms simply by 'hooking' Mario as he leaps. It has several other subtle uses throughout the game, especially steering around enemies, so it's one technique that is well worth practising.



?? MARIO STATES

No platform game would be complete without a main character that can change its shape, form and abilities, and Mario is no exception. By collecting Power-Ups (be they Mushrooms or Fire Flowers) throughout the course of the game, Mario can transform into a variety of forms. It's the careful use of these abilities which is one of the keys to successfully completing the game (often it's necessary to carry an ability from one World to the next). Mario comes in three different flavours:

MARIO: Our hero's default state. Though vertically challenged, this small size does have its advantages. Not only does it allow him to easily slip through narrow gaps, but it's also easier to dodge under hazards such as Bowser's fireballs, Bloobers, and Balloon Bill. However, take one hit and Mario will die and you'll forfeit a life.



SUPER MARIO: Collect a Power-Up Mushroom and Mario will turn into Super Mario. As well as being a little taller, thus gaining the ability to dash, Mario can now also bash bricks with his head (unless a brick contains a hidden bonus it'll crumble and net you 50 points). If hit by an enemy, Super Mario will turn back into regular Mario.



FLERY MARIO: Should Super Mario grab a Fire Flower, he'll become Flery Mario, complete with the ability to hurl fireballs with a hefty prod of the B Button. Armed with these benefits, there are only two enemies (Buzzy Beetle and Podoboos) which cannot be easily eradicated. If hit by an enemy, Flery Mario turns back into regular Mario.





As you can see here, turning to you and looking at the Look Up and Look Down features can prevent you from making a slipper. That'll catch the Green Troopa!

Mario - the 10 million, 100 percent, 100 playing, 100 moving character. Build our tips & tricks and before you know it, you'll bring another banner to the gold chain!

TIPS & TRICKS

Read the manual thoroughly because it's packed with useful information, tips and handy snippets.

Learn to use and exploit the Look Up and Look Down features. By pushing Up or Down on the D-pad,

there's a million ways for you to go, because you can look up and down like a real-life Mario!



you can scroll the screen to catch a tantalising glimpse of anything lurking above or below you.

Master all the nuances of the control system, from holding the A Button to jump higher, to using the B Button to gain extra speed or perfecting the ability to slow down in mid air to prevent Mario skidding off the edge of a platform.

You can use the SELECT button to toggle between Front and Rear views. The latter is the default, and positions Mario roughly in the centre of the screen. Front view positions him at the far left, so although you can see further ahead, it does leave you vulnerable to attacks from the rear.

Press SELECT on the map screen to toggle between Mario and Luigi. It doesn't matter which one you choose (unless, of course, your name happens to be Mario or Luigi).

Unless you're actually in an underwater World (or bonus area), you should avoid water at all costs, like the lava, it's deadly.

When you're Super or Fiery Mario, remember

Always make sure you take a running leap at the Flagpole.



that you can tackle most enemies by bashing the block they're standing on from underneath. Each time you hit an enemy with a Koopa Shell you'll earn points. Hit more than one, and the points will double with each subsequent hit (starting at 100 points, you can then earn 200, 400, 800, 1,000, 2,000, 4,000, 8,000, and finally a 1-Up).

Always ensure you take a running leap at the Flagpole to get the maximum possible bonus (the bonus for hitting the bottom is 100, working upwards to 400, 800, 2,000, and then finally 5,000 points).

If you land on the Flagpole while the last digit of the timer is 1, 3, or 5, you'll trigger the Fireworks display (depending on the digit, you'll get 1, 3, and 5 Fireworks respectively). Each Firework is worth a cool 500 points, allowing you to potentially earn up to 3,000 points!

For an extra five lives, be sure to pay a visit to the

Fortune Telling section of the Toy Box before you begin the game (see Toy Box for more information).

For more lives, enter World 13 and collect the Hidden 1-Up, then Pause the game and select SAVE then END. Start the game again and you'll still have the extra life. Simply repeat this process as often as you like to build up a substantial stockpile of extra lives.

To gain even more lives, head for the end of World 3-1, wait for the second

Koopa Troopa to come down the stairs and then stomp him on the bottom step. If your timing is good, Mario will bounce up, the shell will bounce right and rebound, then Mario will land on it again and send it bouncing off to the right once more. Use this process to glean up to a maximum of 99 lives!

I'm a legend in my own lunchtime!

Whenever from Mario's in, he'll always jump to the same height (though you can make him jump a little further occasionally by taking a decent run-up and holding the A Button). However, as Super and Fiery Mario are taller, they can look certain overhead blocks which a normal Mario would be unable to reach. If Super or Fiery Mario gets hit by an enemy, Mario will flicker for a few seconds before returning to regular Mario. During this time you're invincible, so make full use of it! Mario can also gain temporary invincibility by collecting an Invincibility Starman (see Pickups).





SUSSED!

FREQUENT CREATURES



The various enemies which Mario will encounter during his quest are both cunning and varied and it's vital to learn how they behave in order to successfully master the game. It's also important to bear in mind that there are many ways to multiply the amount of points you can earn for defeating an enemy—for instance, bouncing from one to the next, felling multiple enemies by kicking a Koopa Shell across the floor, or even using Fireballs. Don't be afraid to experiment.



GOOMBA

Frequency: Very Common
Points: 100

The most basic of all Mario's foes, Goombas are easily tackled with a hefty stomp. Their intelligence is fairly basic, walking aimlessly off platforms (sometimes to their doom). They will change direction only if they meet an impasse such as a pipe or wall. Goombas often come in threes. Try to bounce from one to the next to drop up extra points.



KOOPA TROOPA

Frequency: Very Common
Points: 100

Green Koopas act like Goombas, walking carefully off platforms and ledges, while the Red ones turn around at an edge. Stomp them to topple their shell, which can be knocked left or right, killing anything in its path (take care, this can rebound on Mario). Leave a toppled shell long enough and Koopa will return to normal.



BOWSER

Frequency: Uecommon
Points: N/A



Usually found lurking in the lava pits within Bowser's many castles, this fiery and extremely dangerous adversary will surface randomly, flying up to varying heights before descending again. You'll need skill, care, and good timing to jump over them. Whatever you do, don't stop to fight them as they're indestructible.



BOWSER

Frequency: Very Uecommon
Points: 5,000

Found at the end of every castle World, Bowser is armed with a healthy supply of fireballs and leaps around like a slower version of the Hammer Bros. There are a number of ways to beat him. You can sneak past him to retract the drawbridge and send him tumbling into the lava, or pelt him with fireballs for a hefty chunk of points. Take care on later Worlds, as he comes with his own hammer supply. On all but the last World, Bowser is really another enemy in disguise...!



BULLET BILL

Frequency: Uecommon
Points: 200

Bill has a fairly predictable flight path, heading across the screen in a straight line. The majority of the time he'll appear from cannons, though on some Worlds he'll fly on screen from nowhere. Fireballs have no effect on him, so your best bet is to get him with a well-timed stomp (or you can avoid him completely).



SPINY

Frequency: Very Uecommon
Points: 200

Hatching from the eggs dropped by Lakitu, Spinys are extremely tough and resilient. In fact, only a well-placed fireball will get rid of them, as they cannot be stomped on due to their proud set of spikes. They behave much like Goombas, moving slowly across platforms and dropping off edges and down gaps, so if all else fails, just scarper as fast as you can.



BUZZY BEETLE

Frequency: Common
Points: 100

Extremely slow, but this chap is one of the toughest in the game, as he cannot be felled with fireballs. Behaves much like the Green Koopa Troopa and in order to defeat him you'll need to use the same tactic (stomp him and kick the shell). Again, watch out for the rebound.



BLOCKS & OTHER ITEMS

BRICKS

Unlike most other platform games, the bricks that are used to construct the platforms in Mario can actually be bashed. Unless a brick contains a hidden bonus (such as a Coin Block, Vine Block, Power-Up, etc.) it will simply crumble away to dust. Sounds a fairly fruitless procedure but at the very least, bashing any surplus Bricks as you jog along will net you 50 points for each one.



QUESTION MARK BLOCK

These can be found littered around all of the Worlds and there's always at least one for Mario to hash. The vast majority of them yield nothing more than a coin, but certain ones do house Power-Ups (Mushrooms and Fire

Flowers), Poison Mushrooms, and the Invincible Starman. Once bashed, a Question Mark Block will turn solid.



COIN BLOCK

These fellows usually come in two forms, those which contain 10 coins, and those with just one. The latter are usually hidden, appearing only if Mario jumps up from underneath, and often provide a useful stepping stone to higher climes. For those with 10 coins, you'll need to keep up a steady jumping rhythm in order to get all of the coins (Super and Fiery Mario can get up to 15).



SPRING BLOCK

This comes in two different forms - Red and Green - though the latter only

appears in Super Mario Bros for Super Players. Hopping on to a Red Springblock and tapping the A Button allows Mario (in any form) to leap to the top of the screen and reach previously inaccessible areas. The Green Springblock is even more powerful, shooting Mario off the top of the screen (and out of sight) for almost six seconds, making it immensely useful for traversing huge chasms.



VINE BLOCK

Hidden away in regular bricks (for obvious reasons), the Vine Block usually lurks near the top of the screen. Indeed, many are only accessible by Super or Fiery Mario. When bashed, a vine will creep its way skyward, allowing

Bashing your way through a myriad of blocks will occupy a sizeable chunk of your time as you guide Mario through the adventure and, like Enemies and Pickups, knowing what each block does and ultimately how best to exploit its features is essential if you're going to do well. This section also encapsulates the other environmental features such as Springboards and Spiky Blocks. Aren't we kind to you?





LANITU

Frequency: Very Uncommon
Points: 200

This nasty grubby hovers high above the ground on his cloud, moving back and forth in long, graceful sweeps and periodically dropping Spiny eggs on poor old Mario's bonce with alarming accuracy. Though it is possible to run away to avoid the Spiny, the best tactic is to hop up to a high ledge then stop him. Be cautious, however, as he reappears after a very short amount of time.



BLOBBER

Frequency: Uncommon
Points: 200

The Blobber is possibly one of the most annoying adversaries in the entire game and will drive you to distraction on many occasions. It will tend to home in on Mario and hover awkwardly and menacingly above him (though it is possible to make progress by swimming up the screen very slowly). In general, Mario is safest when he is on the floor, ideally running in the opposite direction to Super Mario Bros for Super Players, beware of the flying Blobber. Stomp or fireball the pesky critter.



KOOPA PARATROOPA

Frequency: Uncommon
Points: 200

These rather unusual fish come in two different forms, depending on whether they're in or out of water in the air they can be stomped or eradicated with fireballs, but underwater only fireballs will do the trick. Additionally, the underwater variety also come in two different colours. While the grey ones have a fairly straightforward movement pattern, the red ones move up and down slightly too.



FIRE BAR

Frequency: Uncommon
Points: N/A

Though more of an environmental hazard than an enemy, the Fire Bar is still a dangerous force to be reckoned with. Appearing predominantly in Bowser's castles, they rotate both clockwise and anti-clockwise, wiping out anything that crosses their path (you will occasionally encounter super-lengthy ones too). Unfortunately, Fire Bars cannot be defeated, slowed down or stopped, so your only choice is to get your timing right and run past them. Ideally at a very high speed.



PIRANHA PLANT

Frequency: Common
Points: 200

A nightmare for budding gardeners, the Piranha Plant will regularly appear from pipes and gnash their teeth. They cannot be stomped, but are vulnerable to fireballs. The Green type will stay hidden if Mario is adjacent to its pipe (or standing on top), but the Red ones, which also move much faster, only stay hidden if Mario is on top of the pipe.



HAMMER BROS

Frequency: Uncommon
Points: 1,000

Usually appearing in pairs, the Hammer Bros are very tricky adversaries and you must treat them with the utmost respect. Armed with an infinite supply of hammers, they'll lob these in your general direction while leaping up and down on any nearby platforms. If you get hit you'll know it, so take avoiding action. If you can't fireball them, lob the platform beneath their feet, run underneath, or even take a running leap over them. If left for too long, the Hammer Bros will start to march straight at you, so don't delay!



KOOPA PARATROOPA

Frequency: Common
Points: 400

Like the regular Koopa Troopers, these intrepid little bighorns also come in two different forms. Amusingly, the Green fellows are again rather aimless and unpredictable, bounding off platforms and into chasms like kamikaze pilots, while the Red ones tend to stick to measured vertical movement patterns which are easy to predict as you see them up. The good news, in either case, is that stomping them will rid them of their wings and turn them into mere Koopa Troopas. This done, you can stomp them to toggle their shell. Don't forget to be careful though, as the dangerous shell can still rebound on you and you wouldn't want that, would you?

Mario to clamber up it into a cloud boxes area (and collect umpteen *spoon* coins in the process). Always keep a keen eye on the map to avoid missing them.



FACE BLOCK

Found only in Vs. Mode, the face block has two different states. When the block is red (and sticking its tongue out), all *Reversible* Blocks in the World are solid. Hitting the Face Block turns it white (complete with a friendly face), and the *Reversible* Blocks become dotted. Unfortunately, Face Blocks only remain white for a short time before changing back to red. Of course, there's always the nasty possibility that your opponent, whether a human or Boo, will flip them back to red when you are least expecting it!



123 BLOCK

Again exclusive to Vs. Mode, this, like the Face Block, also has two states. When red, all *Reversible* Blocks are dotted and all Spiky Blocks are spiky. When pink, all *Reversible* and Spiky Blocks become solid. 123 Blocks will continuously count down from 3 to 1, change their state, then start to count down again. However, you're not completely at their mercy. As with Face Blocks, you can also hit them at any time to change their state (and reset the countdown).



REVERSIBLE BLOCK

These blocks also have two different states, dotted or solid. When dotted, the player can freely walk, run, and jump through the blocks. When they're solid, however,

they become an impenetrable barrier for any would-be challengers. The state of these blocks is controlled by either Face Blocks or 123 Blocks, depending on the particular World. Only found in Vs. Mode.



SPINY BLOCK

These blocks, like many of the others, have two different states. When solid, the block acts just like any normal block. When spiky, it is a potential hazard in that colliding with one is the same as hitting an enemy. The state of the Spiky Block can only be affected by the 123 Blocks (Face Blocks will have no effect whatsoever). Again, only found in Vs. Mode.



TRAMPOLINE FLOOR

Exclusive to Vs. Mode, these seemingly harmless bouncy blocks

will actually cause more headaches than the Spiky Blocks, mainly due to the quirky way in which they constantly bounce Mario around. The only way to jump when bouncing on a Trampoline Block is to hit the A Button when Mario is in the air (i.e. immediately after he bounces). If you have the option, jump over or run underneath them rather than bounce because it will cost you valuable seconds otherwise.



SUSSED!

ORIGINAL 1985 mode



Otherwise known as Super Mario Bros., this forms the main substance of the game, a direct conversion of the original Super Mario Bros. 1. It features the same 32 Worlds, including all of the bonus areas, Warp Zones, and various hidden secrets and treats. The objective of this Mode is extremely simple in that you must

make it to the end of each World in one piece, working your way through eight castles to, ultimately, defeat Bowser and save the Princess Toadstool.

There are eight different Worlds, each split into four sub-Worlds. These usually follow the following template: the first is always land-based, the second either a dungeon or underwater, the third is land or bridge-based, and the fourth is always a castle.

Original 1985 Mode is directly linked to three other playing modes: First of all, every time you successfully beat a World in this mode, you can tackle it in Challenge Mode. Additionally, should

you clock up 300,000 or even 300,000 points, you'll unlock *You Vs. Boo Mode* and *Super Mario Bros. for Super Players* respectively.

Should you manage to complete all of the Worlds, you'll also open up the *Star Courses*. Finally, there are certain tasks which, when completed, will reveal various pictures in the Album (defeating Bowser with Fireballs, for example). Good Luck!

run out, then you can always start again from your last save point (though with zero points).

➤ The game boasts unlimited continues, so ensure you make full use of these.

➤ Don't rush through the castle Worlds, as there's no bonus for finishing before the time limit expires.

➤ Time limits are fairly generous throughout the Worlds, so don't be afraid to take your time and explore at your own pace.

➤ Use fireballs to defeat Bowser whenever possible to earn a 5,000-point bonus.

GENERAL TIPS

➤ Save the game every time you start a new World. If the worst comes to the worst and your batteries

burn the *Star Courses* will all sorts of things will pop. Be sure to save often!



THE STAR COURSES

Should you manage to thwart the evil Bowser and conquer all 32 Worlds from Original 1985 Mode, the *Star Courses* will open up. These take place across the same 32 Worlds, complete with identical bonuses, secrets, and Warp Zones.

If you know the layout of the Worlds pretty well, there won't be any nasty surprises in store in that respect. However, there are just a few subtle differences:

★ All Goombas are now replaced by fast-moving Buzzy Beetles.

★ Many enemies will now move slightly quicker than before.

★ All moving platforms are now much shorter.

SELECT FILE

WORLD 1-1 NEW NEW



Back to the main menu. To go back to the main menu, press the Start button.

Tonight you're going to Mario party. Be it a celebration or just a... well...



The game's really isn't so simple. That's not to say that it's easy.



Each World is made up of four smaller sub-Worlds. All you have to do is get to the end of each sub-World.

CHALLENGE MODE

This is a variant of the Original 1985 Mode and is set across the same 32 Worlds. However, in order to play a World in Challenge Mode, you must first beat that particular World in Original 1985 Mode. The objective is extremely simple. Just win the following medals on each World:

- **Red Coin Medal** (collect all 5 Red Coins)
- **Yoshi Egg Medal** (collect the Yoshi Egg)
- **High Score Medal** (beat the Target Score)

Medals are the reward for World domination

At the end of each World, a friendly Toad will check for any of these items and award medals accordingly. If you fail to meet any objective, you can re-try the World until you've attained each of the three medals. Collect all 96 medals

and you'll earn a special one for your Album. As you collect more points, a long bar on the World selection screen begins to fill up – score enough and you'll earn yet another medal for the Album.

Note: Some of the Red Coins are concealed within 10 Coin Blocks. To get the coin, you must successfully bash out all 10 coins. If you time your jumps badly and miss one, you won't get the Red Coin and will have to try that World again.

How hard is Challenge Mode? It's very, very, very challenging! (Sorry!)



TIPS

➤ Don't feel compelled to do everything in one shot. It's not always possible. Collect the Red Coins and the Yoshi Egg first, then aim to beat the Target Score.

➤ If you start collecting the Red Coins but miss one, you can always track down the Yoshi Egg or go for the Target Score.

➤ Time is important, especially considering that every second on the timer is worth 50 points.



Complete all eight Worlds and you'll activate the World Select feature (on the SELECT FILE screen, press the A button, then use the D-pad to choose a World).

If you get killed on World 8, you always start from the beginning. So, er, try not to.

We've been playing this game for close on fifteen years now and it's still not easy. So don't give up, it'll be worth it in the end!

Some Worlds now feature extra enemies (particularly Bullet Bills and Fire Bars).

To play the Star Courses, simply choose Original 1985 Mode from the Main Menu and then press the A button on the SELECT FILE screen.



Make use of the lighthouse to destroy the Piranha!



Use the Piranha to destroy the lighthouse!



Above all else, keep the B button held down when you can.

Red Coins do appear in underground bonus areas and underwater sections, but never up a vine in the cloud bonus areas (only go up vines if you're going for the Target Score).

Collecting every coin from cloud bonus areas yields an extra (and rather tasty) 10,000 point bonus.

When going for the Target Score, collect any coins that lie in your path –



Now which of Mario's under-achievers could live in a cassette mode like this? Let's go through the history of the game with us. (1985 - 1986)



Get Mario on World 8 and you'll get lost back all the way to the beginning of the game. How big is that?

Mario will leap in the air, allowing you to use the D-pad to choose the desired World (the Star Courses are notated with stars rather than dashes, e.g. 1-1 instead of 3-1). Complete the Star Courses and you'll earn a special medal for your Album. It won't be easy though!



Miss...

including Red Coins as they're worth 200 points each.

There's an abundance of hidden coin blocks which don't appear in Original 1985 Mode, so consult the screenshots if something seems out of reach.

The Yoshi egg is a vital part of beating the target score that you are set, as it yields an additional 2000 points. Unless it's completely out of your way, be sure to pick it up – you'd be foolish not to.



A LITTLE PICK-UP!

As with the enemies, an in-depth knowledge and careful exploitation of the various pickups is an important key to not only getting the most out of the game, but ultimately completing it too. Given that many of these yield quite a hefty chunk of points, it's often a good tactic to collect them just for the good they do to your score, even if you don't actually need the pickup (Fire Flowers being a good example).



POWER-UP MUSHROOM

Frequency: Common Points: 1,000

The Power-Up Mushroom is one you'll probably rely on more than the others due to its ability to transform Mario into Super Mario, allowing him to bash blocks with his head (see Mario States for more information). Power-Up Mushrooms will appear from certain Question Mark Blocks, but only when Mario is in his regular form.



FIRE FLOWER

Frequency: Common Points: 1,000

After the Power-Up Mushroom, the glowing Fire Flower is the next pickup you ought to be sticking your neck out for as it turns Super Mario into Fiery Mario and gives him the ability to throw fireballs (again, see Mario States). Fire Flowers appear from the same blocks as Power-Up Mushrooms, but only when you're Super Mario.



STARMAN

Frequency: Uncommon Points: 5,000

This friendly pickup will provide Mario with temporary invincibility, allowing you to race through the World without worrying about what you might run into (apart from lava, water, and gaping chasms, of course). On some levels it can be a pain, as it prevents Mario from using the Red Koopa Paratrooper as stepping stones. Use wisely.



COIN

Frequency: Very Common Points: 200

The traditional currency found in all Mario adventures, coins are a token gesture which will allow you to rack up a fair chunk of points. Better still, collect a hundred of these and you'll earn yourself an extra life. Though immensely useful in later Worlds, don't go too far out of your way to collect them.



1-UP MUSHROOM

Frequency: Uncommon Points: 1,000

As the name suggests, collecting one of these beauties will reward you with an extra life (and a hefty wad of points into the bargain). On many of the Worlds, the majority of these are hidden, while the remainder are usually placed in awkward locations in don't be surprised if you find yourself frantically chasing one at some point.



POISON MUSHROOM

Frequency: Very common Points: N/A

Only present in Super Mario Bros for Super Players, the Poison Mushroom can be found lurking in hidden blocks and some Question Mark Blocks. Collecting one of these is just like hitting an enemy as Mario will die and Superhero Mario will turn back into regular Mario. If you accidentally uncover one, avoid it at all costs.



RED COIN

Frequency: 5 per world Points: 200

The Red Coins are found only in Challenge Mode, and you'll need to collect all five on each World in order to earn the Red Coin Medals. More often than not, these are found either sitting out in the open, hidden inside a Question Mark Block, or trapped inside a Coin Block (forcing you to bash out all 30 coins to get the red one).



YOSHI EGG

Frequency: 1 per world Points: 2,000

Again, these prized collectables are only found in Challenge Mode, and you'll need to find one on each World in order to scoop the Yoshi Egg Medals. Unfortunately, all Yoshi Eggs are ensconced in hidden blocks, so unless you want to cheat (by using our handy maps or even the Yoshi Egg Finder in the Toy Box), you're in for a long search.



EE-PAN-GOOMBA... MARIO'S WORLDS AWAY

> WORLD 1.1 TIME LIMIT: 400 ENEMIES: 4

This is a simple introduction to the quest ahead, and a nice opportunity to practise the important skills you'll need to be successful. In particular, be

wary of jumping over Goombas. If there's a platform overhead as split-second timing is needed to be successful. If you fancy taking a trip into the



> WORLD 1.2 TIME LIMIT: 400 ENEMIES: 4

A large number of bonuses are hidden in bricks, so it's essential to be Super Mario or Peery Mario in order to reach them. The 1-Up

is easily collected, just make sure you bash the brick to the right to allow it to drop through to you. Nipping into the underground bonus



> WORLD 1.3 TIME LIMIT: 300 ENEMIES: 4

A very simple and linear World, with no nasty surprises awaiting you. The Goombas - fairly unintelligent, but a nuisance, nonetheless -

will drop off the high platforms on to the lower ones, so be careful as you approach them (it's usually best to let them drop before you try



> WORLD 1.4 TIME LIMIT: 300 ENEMIES: 4

It's a good idea to acquaint yourself with the new hazards, particularly Lava, Fire Bars and the wonderful Ko Bowser. If you're Peery Mario at this

point, do your utmost to stay that way, as your Firepower makes the final confrontation a tad easier. However, the extra height can be a



> WORLD 2.1 TIME LIMIT: 400 ENEMIES: 4

The pace starts hotting up a little here, with more enemies and more obstacles to contend with. Initially, take care when jumping on

Koopa shells, as they'll usually find something solid to bounce off (which makes collecting the hidden 1-Up a little tricky). Further on,



> WORLD 2.2 TIME LIMIT: 400 ENEMIES: 4

Again, it's worth taking time to get used to the new hazards and the swimming system. Edge along the bottom, carefully swimming over any

obstacles (making it easier to avoid Bloobers). The Cheep Cheeps are random, so be extremely cautious - as with any World, being Peery Mario



> WORLD 2.3 TIME LIMIT: 300 ENEMIES: 4

Another new style of level, and yet another new skill to master - running like a complete nutter. As soon as you get on to the first bridge, the Cheep Cheeps

will start flying out of the water. Hold the B Button and run quickly to the right, occasionally pressing UP to allow you to keep an eye on the adversaries flying



> WORLD 2.4 TIME LIMIT: 300 ENEMIES: 4

A new enemy makes an appearance here, in the shape of the ever-so-scurching Podoboos. It's usually better to wait until they're falling, then

jump over them. Take the lower route in order to get past the Fire Bars, as you'll miss them all by simply running to the right. Beware the



FROM PLUMBING, BUT HE LOVES THE ADVENTURE



underground bonus area, it is just possible to grab the Hidden 1-Up then go left and head down the page. Your best bet

however, is to ignore the pipe and grab the various treats and Power-Ups that are on offer



CHALLENGE

Not a particularly taxing introduction to the Challenge Mode. In fact, most of the Red Coins can be found lurking out in the open. The second Red Coin hides within a 10 Coin Block, so if you are Super Mario be very careful what attempts to collect the



TARGET SCORE: 12,000

room is recommended as there are oodles of coins on offer, plus you only miss out a tiny fraction of the World. When you reach the first moving platform (just before the pipe)

ride it to the top and jump right, then keep running to reach the first Warp Zone. From this point you can skip to Worlds 2, 3, or 4.

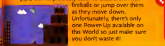


CHALLENGE

A number of the Red Coins are on high ledges, so grab a Power-Up as soon as possible. The fourth Red Coin is in the underground bonus area (one of those tricky 10 Coin Blocks), so rip down the first pipe you come across. Finally, say a yell to the wimp zone for a bonus.

TARGET SCORE: 15,000

and tackle them. With care, it is possible to use the Red Koopa Paratroopa to bounce across gaps, but it's probably safer to blast them with fireballs or jump over them as they move down. Unfortunately, there's only one Power-Up available on this World so just make sure you don't waste it!



CHALLENGE

All of the Red Coins on this World are out in the open, and only a couple are even remotely tricky to collect. The biggest problem you'll encounter here is that of carrying enough points to beat the Target Score, so race as fast as you can, and don't forget the Weighty Target!



TARGET SCORE: 24,000

problem, especially when uncovering the Hidden Coin Blocks, so be sure to jump over (or duck under) Bowser's fireballs. If you aren't Perry or Super Mario, either run under the Bowser beast or use the platform to jump over him, then grab the floating egg to complete the World. If you do manage to defeat him with fireballs, you'll see that Bowser was a Goomba in disguise! Now isn't that very interesting?



CHALLENGE

Again, the Red Coins on this World are all out in the open (apart from the first, which is ensconced in the Power-Up Block). As before, completing the level as quickly as possible is absolutely vital if you are to beat the Target Score. Grab the Yoshi Egg along the way, and don't forget to run underneath the Bowser!



TARGET SCORE: 12,000

you should aim to head up into the cloud bonus level, as it yields more coins than the usual route, but make sure you get both Power-Ups before climbing the vine

Watch out for the Green Koopa Paratroopa towards the end. He's a tricky critter at the best of times and could run things for you if you're not careful.



CHALLENGE

Fairly straightforward, though you'll need to unearth a few new hidden blocks to reach both the final Red Coin and the Yoshi Egg. The coins in the upper and lower bonus areas are essential for reaching the Target Score, so you'll need to attempt the level at least twice.

TARGET SCORE: 66,000

rules things much easier (though you'll have to bring this ability from a previous World as there's no Power-Ups in sight). The currents can cause problems too,

dragging you off the bottom of the screen, and it's all too easy to frantically paddle into an enemy. Once you exit the water section, beware of the Piranha Plant



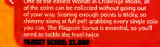
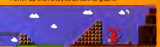
CHALLENGE

One of only a handful of underwater sections in Challenge Mode, this is one of the easiest. All of the Red Coins are pretty easy to collect, but the fourth is devilishly tricky as you'll need to sink down slowly grab the Red Coin, then swim frantically upwards to avoid the current.

TARGET SCORE: 25,000

over you. The smaller platforms are the incident to negotiate, as there's little room to dodge and manoeuvre, so keep on the move at all times. Be careful when leaping

over gaps. If a Cheep Cheep flies up underneath, the collision will cause Mario to drop like a stone. Only one Power-Up is on offer, so be sure to grab it.



CHALLENGE

One of the easiest Worlds in Challenge Mode, all of the coins can be collected without going out of your way. Scoring enough points is tricky, so chimney along at full pelt, grabbing every single coin you can. The Flagpole Bonus is essential, so you'll need to tackle the level twice.

TARGET SCORE: 11,000

moving platforms, as it's all too easy to get a Fire Bar or Bowser fireball in the face. The best tactic is to use the second platform to jump up to the top of the screen and avoid the Indy bit altogether. As with Worlds 3 & 4, if you do manage to defeat Bowser with fireballs, you'll see that he's a Koopa Troopa in disguise

As with the previous World, none of the Red Coins are concealed, though you'll need to utilise some pretty fancy gymnastics to collect the first, third, and fifth Red Coins. The Target Score is also pretty high, so you'll need to attempt the level at least twice.



CHALLENGE

As with the previous World, none of the Red Coins are concealed, though you'll need to utilise some pretty fancy gymnastics to collect the first, third, and fifth Red Coins. The Target Score is also pretty high, so you'll need to attempt the level at least twice.



TARGET SCORE: 14,000

THERE'S A STARMAN WAITING IN THE SKY...

> WORLD 3.1 TIME LIMIT: 400 ENEMIES:

The abundance of Koopa Paratroopas here makes it easy to accidentally fling a shell in the wrong direction. Upgrading to Super Mario

status is vital to reach underground bonuses, as well as many of the ordinary bonuses. Grab the Hidden 3-Up, then use the invincible



> WORLD 3.2 TIME LIMIT: 300 ENEMIES:

In comparison with the previous few stages, this level is huge, so it's important to keep moving in order to avoid running out of time

The emphasis is on using Koopa shells to your advantage, and there are key areas where it's possible to duck up mounds of points – and



> WORLD 3.3 TIME LIMIT: 300 ENEMIES:

A fairly pedestrian World compared with the last, but don't get too complacent as it's easy to lose valuable lives through carelessness. A couple of

new platforms make an appearance here. First of all is the 'drooper', which will sink when Mario stands on it. Second is the 'see-saw', which acts



> WORLD 3.4 TIME LIMIT: 300 ENEMIES:

No really new surprises, but take care traversing the vital Podoboos pits as the Fire Bars can make life exceedingly awkward. Grab the Power-Up,

then weave your way carefully past the five Bar pans. The final few Podoboos pits can be very tricky, thanks in part to Bowser's fretful. Above all



> WORLD 4.1 TIME LIMIT: 400 ENEMIES:

Another new style of play, this time a battle of wits against the mighty Lakitu, who will follow Mario and drop Spiny eggs to hamper his progress (of

course, fiery Mario will have no problems). Cleverly the blocks at the start of the level and stomps on Lakitu. He will re-appear after a certain time, but



> WORLD 4.2 TIME LIMIT: 400 ENEMIES:

The second of the Jungles, and many of the same tactics apply here as they did in 3.2. If you head up the vine to the cloud bonus area, you'll

have to take the Warp Zone to World 6, 7 or 8, and similarly. If you wait the underground bonus area you'll miss out on the chance to get to the



> WORLD 4.3 TIME LIMIT: 300 ENEMIES:

As with 3.3, this is another reasonably linear, uneventful World, though the abundance of Koopas (what a nuisance they are!) can catch you

off guard if you don't take enough care when leaping from platform to platform. Most of the see-saw platforms here are next to solid ground so, as



> WORLD 4.4 TIME LIMIT: 400 ENEMIES:

This is slightly different to the previous castle World, as you need to take the correct path in order to reach Bowser. If you go the wrong

way, you'll hear a low pitched sound effect and the scenery will loop back on itself. Your best bet is to follow the map. You'll hear a



AND WE'LL HELP YOU BEAT THOSE BAD HAMMER BROS



Starmen to help you defeat the Hammer Bros. (If you can't see any them, jump up and bash the block under their feet). Taking the vine up to the cloud bonus area isn't a bad

move, as you don't miss anything too vital, and if you're feeling particularly brave, you can always rack up some extra lives using the final Green Koopa Troopa.



even an extra life – just by booting a shell and running after it (be careful to jump over it when it rebounds back

towards you!). Aside from this, there are very few bonuses, so just keep ploughing your way through



Just as its name suggests, when you stand on one side, the other side moves up. If you stay on one side of a see-saw platform, it will eventually 'snap' off and it's well worth doing this from time to time, as it nets you a confounding 1,000 points (it's fairly easy to jump to safety at the last minute as there's a slight pause before the snap). You'll soon get used to it.



Also, wait for the right moment. When you reach Bowser, you'll find that a badly-placed wall makes it virtually impossible to take a running leap on to the overhead platform. Run underneath as Bowser jumps or, if you have them, bring him down with fireballs (you'll see he's really a Buzzy Beetle in disguise).



Use this period to get as far through the World as you possibly can. Taking a breather in the underground bonus area is recommended, as you only miss out on a Power



Up (which you can collect in the underground area anyway) before the Coin Block just before the Flagpole. You're better off going for the Flagpole bonus instead.



second Warp Zone. The invincible Starmen will help you to get through the rest of the World with relative ease, but be careful not to kick the Beetle shell. When you reach the set of

two moving platforms, ride the right-hand one to the top and jump right, then run to the second Warp Zone, where you can skip straight to World 5.



before, ride them downwards until they stop in order to earn some extra points. You should have the skill and timing to do this quite comfortably by now. At the final moving platform, try to take a big run-up in order to reach right to the top of the Flagpole.



high-pitched jingle when you take the correct route. Duplicating of the great Bowser battle is made much more difficult due to

the omission of the moving platforms, and the untimely addition of a Fire Bar and a Podoboos. If you can, get him with fireballs (treating him as a Spiny in disguise – the impostor), or, if you're less well-equipped, run under him.



CHALLENGE

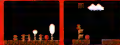
The Target Score takes a radical leap-up here, so be sure to grab every coin, beat every block, and use Koopa shells to kill the Goombas whenever possible. The second Red Coin is the trickiest, as you need to be Super Mario to grab it from the underground bonus area.

TARGET SCORE: 65,000

CHALLENGE

Once again, the Target Score is the toughest aspect of the challenge, as none of the Red Coins are significantly difficult to reach. With careful use of Koopa shells, you should be able to rack up at least 60,000 points in the first two thirds of the World, then you can round it all off by claiming the Flagpole and the bonus area.

TARGET SCORE: 85,000



CHALLENGE

As with Worlds 2 & 3, none of the Red Coins are hidden – and as such it's relatively easy. The third Red Coin is slightly awkward to acquire as you need to ride the platform down and jump off as it 'snaps'. It's a useful trick to master, however, as it's worth a cool 1,000 points. You could do with that – couldn't you?

TARGET SCORE: 95,000



CHALLENGE

Once again, none of the Red Coins are concealed, though a number are awkwardly positioned just to make things more interesting for you. Take care not to fall into the lava below the second Red Coin, and to make sure you grab the third you'll have to leap perfectly down to a meridian Fire Bar. Oh, and you'll need to use Super Mario to get the Yoshi Egg. Good luck, because you'll need it!

TARGET SCORE: 15,000



CHALLENGE

A welcome breather from the frantic pressure of the last few Worlds: most of the coins are tucked away within Power-Up Blocks and are not particularly difficult to obtain. The main problem is Lakitu, who will make it very difficult to rack up the necessary points. So kill him.

TARGET SCORE: 22,000



CHALLENGE

Again, a relatively easier World with very few surprises is store. The second Red Coin looks difficult to collect, but there's a handy invincible Starmen just to the left which helps considerably. Both of the Warp Zones here contain extra coins and bonuses on don't miss them.

TARGET SCORE: 33,000



CHALLENGE

Not another of those fairly simple Worlds, with no really tricky waiting around the corner. However, don't be lulled into too false a sense of security because you must take care when collecting the second and third Red Coins. Both of them require Mario to drop down on the platform and leap off at the last minute. Good timing is of the essence, but no doubt you'll manage it.

TARGET SCORE: 34,000



CHALLENGE

As with the previous 'easier' Worlds, there's little else to do but steam ahead collecting everything you can. Some of the Red Coins are placed in areas designed to push you off course. Be sure to get back on the right path as soon as you possibly can.

TARGET SCORE: 17,000



IT'S TIME TO SHOW YOUR CALIBRE, SO

WORLD 5.1

TIME LIMIT: 300

ENEMIES:



Another fairly lengthy World with a short time limit, so be sure to keep moving. The first half of the World allows you to rack up plenty of

extra points through clever use of the Koopa shells. Midway through you'll meet a new adversary in Bullet Bill, who will appear from



WORLD 5.2

TIME LIMIT: 400

ENEMIES:



An action-packed quest for Mario, particularly due to the huge array of enemies lurking at every turn. The first Hammer Bros. are extremely difficult to get past without fireballs, so it's possible you'll



WORLD 5.3

TIME LIMIT: 300

ENEMIES:



Don't be surprised if you experience an uncanny sense of déjà-vu, as this World is an exact duplicate of World 3.3. However, there

are a couple of subtle changes to note. Firstly, the moving platforms are shorter, demanding more precision than before. The second



WORLD 5.4

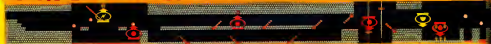
TIME LIMIT: 300

ENEMIES:



Almost identical to a previous World (2.4, to be precise). Once again, the moving platforms are shorter and there are extra fire bars in some

awkward places, most notably in the first half of the World. However, similar tactics apply. Take the lower route past the fire bars, then use the right



WORLD 6.1

TIME LIMIT: 400

ENEMIES:



As in World 4.1, Mario is again up against the rather nasty Lakitu, back once more to pounce our hero and drop Spiny eggs on his bonce

(who said life was fair?). Again, your best tactic - it's fun too - is to stomp on Lakitu as soon as possible, then race through the level with



WORLD 6.2

TIME LIMIT: 400

ENEMIES:



There are five action-packed areas to explore. As with World 5.2, you can walk either the underwater bonus area or the cloud bonus area, but not both. If you visit the underwater area you'll also be able to access both of the small underground bonus



WORLD 6.3

TIME LIMIT: 300

ENEMIES:



Similar to World 5.3 in many ways, though there are no Koopas, only Bullet Bill. While Super Mario will have to utilise a few well-timed ducks in order to

avoid being hit, he also be cautious when bounding up on a springboard because the four 'disappearing' platforms at the end of the level sink when Mario



WORLD 6.4

TIME LIMIT: 300

ENEMIES:



As with World 5.4, this too is a repeat of an earlier World (1.4, in case you were wondering), again with the addition of a handful of extra fire

bars and Podoboos. Luckily, it's not that much harder than its previous incarnation - until you reach Bowser, that is. This time around, he's



DODGE THE DANGER AS BULLET BILL APPEARS



he cannons. These usually appear at just the wrong height, so either jump or dispose of them with a well-timed stomp. Don't miss out

on the invisible Starman, or the Hidden 3-Up, and be sure to pay a visit to the underground bonus area.



CHALLENGE

The World is one long longer, but the time limit remains the same, which means you need to really put your foot down. All Red Coins are only to collect (the 11th is underground so don't forget it), allowing you to concentrate on using Koopa Jumps to reach the points.



TARGET SCORE: 20,000

lose the Power-Up you collected near the beginning. You can choose to visit either the underground bonus area or the cloud bonus area, but not both. The sensible move would be to go

up the vine, as it's much easier. You'll miss two Hammer Bros. instead of one, and you'll collect more coins in the process. Grab the last few bonuses to leave the World as Fiery Mario.



CHALLENGE

Nothing too taxing here, though you'll have to kill the first Hammer Brother to safely collect the Yoshi Egg. Don't miss the 11th Red Coin in the underground section, and be sure to pay a visit to the clouds. They'll give you extra points to boost your floating score.

TARGET SCORE: 25,000

change is the addition of regular Bill enemies, which fly left across the screen at regular intervals (and very irregular heights, to be wanted). However, it's still just as easy to complete as its earlier counterpart, especially if you've got some Fireballs up your sleeve. Go to work Mario!



CHALLENGE

A breeze compared with the last few Worlds, your main concern here is avoiding the "bullet" Bills which appear in swirled places. Dash through this world as quickly as possible, kill everything in sight and grab every coin that you possibly can. Go for the Froggish bonus and you'll miss out on the Yoshi Egg, so make two jumps and get the Yoshi.

TARGET SCORE: 25,000

hand moving platform to jump to the top of the screen to progress safely. But Bowser with Fireballs to uncover his true identity. He's a secret Lakitu!



CHALLENGE

There's nothing too taxing to face here, and thankfully the Target Score is low enough to allow you to tackle all three goals in one go. The 11th Red Coin is possibly the trickiest to collect in the whole game, due to the fact that there's a fireball below and a Bowser to the right. Tread very carefully or you'll have to suffer the consequences. It's worth a little bit of effort, isn't it?

TARGET SCORE: 25,000

considerable speed and a little caution there are several airward platforms to negotiate later on, so as soon as he

re-appears make sure you get rid of him to finish the World in peace. There's a good dose of Power-Ups, Coins, and a Hidden 3-Up, so you should exit the World with a top bundle of goodies. What more could you ask for at this stage?



CHALLENGE

The first thing you'll need to do is grab the Yoshi Egg from the top of the castle, then dispose of Lakitu as soon as you can. It's very difficult to aim points here, so be sure to collect everything, including the hidden 3-Up Mushrooms. Getting a good Bowser bonus is also essential.

TARGET SCORE: 25,000

area, but if you managed to collect all of the coins from the cloud bonus area you'll earn a whopping 10,000 point bonus. Aside from that, the World is very

straightforward, the only major problem being the awkwardly placed Green Koopa Paratroops at the end (if in doubt, back off a little).



CHALLENGE

A fairly lengthy World packed with tricky obstacles to overcome, so don't be surprised if you find yourself frantically rushing towards the end. You'll need to visit both of the underground bonus areas to collect all of the Red Coins, and upgrades to Super Mario will prove enormously helpful later on.

TARGET SCORE: 20,000

stands on them. If you're not too interested in the coins, take running jumps to get across them quickly. Thanks to the high platform next to the Froggish, you should have no problems scooping the max bonus.



CHALLENGE

As with the other third Worlds, none of the Red Coins here are difficult to find - just tricky to collect (but all the more fun for that). The most difficult is the 11th and final, as you need to drop down onto the platform and leap off to the right. Attacking the Target Score is made easier if you 'snag' a few platforms along the way.

TARGET SCORE: 21,000

armed with a plethora of hammers, behaving just like the Hammer Bros (albeit much slower). You'll have to nudge up pretty close to him, then quickly run underneath as he jumps. If you have Fireballs, however, simply send out a barrage to kill him and uncover his dark secret. He's really a Boomer, you know!



CHALLENGE

No hidden Red Coins here, though you'll need to use every ounce of adrenaline in order to reach the higher ones. If you're Super Mario at this point, you'll find it considerably easier. When you're unscrutinizing the coin blocks to find the Yoshi Egg, watch out for Bowser's Fireballs!

TARGET SCORE: 22,000

YOU GET PAST THE HAMMER HORRORS AND

WORLD 7.1 TIME LIMIT: 400 ENEMIES:

Nothing too taxing about the particular World, though you're sure to notice the sheer abundance of Bullet Bills flying around. Bearing in mind that the safest place to rest is usually on top of the cannons, listen out for the sound effect, then leap up to safety.



WORLD 7.2 TIME LIMIT: 400 ENEMIES:

The second underwater World and, ironically, an exact replica of the first one (World 2-2). The same tactics apply again here, though caution

and slow, methodical progress are needed. There are several more Bloobers to contend with, and the action can get a little hairy when there are



WORLD 7.3 TIME LIMIT: 300 ENEMIES:

You might be forgiven for thinking that the game's designers ran out of inspiration here, as this is yet another replica of a previous World,

this time the deviously tricky World 2-3. Things are ever so slightly more difficult, however, as there are a handful of Koopa Troopas dotted



WORLD 7.4 TIME LIMIT: 400 ENEMIES:

Take great care negotiating the platforms at the beginning, as it's very easy to lose a life here. Like World 4-4, this particular castle World

requires you to take the correct route in order to reach Bowser (and the exit). Follow the arrows on the map and listen out for the tell-tale jingles



WORLD 8.1 TIME LIMIT: 300 ENEMIES:

An excruciatingly lengthy World – possibly the longest in the game – and only a short amount of time to tackle it. The most

taxing aspect is the large number of tiny jumps and gaps dotted throughout the World, all of which require a modicum of



WORLD 8.2 TIME LIMIT: 400 ENEMIES:

Quite an assortment of enemies on the World, many of which are crammed in together to produce some stunningly tricky areas. Make sure you bash Lakitu straight away, as he won't reappear later on. The 1-Up at the beginning is easier to



WORLD 8.3 TIME LIMIT: 300 ENEMIES:

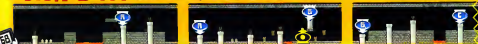
Possibly the toughest stage of the entire game – unless you have fireballs, that is. The main problem stems from the fact that

there are no less than eight Hammer Bros to contend with, half of which are lurking at ground level (making it nigh-on impossible



WORLD 8.4 TIME LIMIT: 400 ENEMIES:

Though not nearly as tough as the previous World, particularly if you're equipped with fireballs, the route to Bowser is awkward and complicated. Keep an eye on the map to make sure you're up down



IT'S ALL GOING SWIMMINGLY... GLUG, GLUG, GLUG

The only other real threat comes from the two sets of Hammer Bros. If you don't have fireballs, you'll have to lobise

some pretty fancy manoeuvres. You won't miss anything crucial if you pop into the underground bonus area.



three of them hot on your tail. Again, the Cheep-Cheeps follow completely random paths, so be sure to take things

easy. And, as before, beware of the Piranha Plant as you emerge from the exit pipe.



around, making it very unsafe to run headlong through the World. Be careful leaping over gaps, as colliding with a Cheep-Cheep will send you to your doom. Make sure you collect the Power-Up, too.



Bowser is easy to defeat with fireballs, but if you don't have any, dash underneath as he leaps. Bowser is really a docile Hammer Brother.



care and patience. Take extreme care if attempting to grab the hidden 3-Up, as it's easy to set the Buzzy Beetle shell bouncing back and forth, but be sure not to waste any time.



collect if you're Super or Fiery Mario. Simply bash a hole in the bricks to allow it to drop down. One of the hardest jumps in the entire game can be found midway through



to do anything other than run underneath them. Thankfully, there are two Power-Ups, so use them extremely wisely. As for the

stars at the end of the level, you'll need nerves of steel to negotiate them safely to the exit.



the right pipes. The Cheep-Cheeps can cause a bit of trouble when leaping the lava pit, and the two Bars are much thicker to dodge underwater, but the only real threat



comes from Bowser and the nearby Hammer Bros (with good timing, you can run underneath the latter). This time Bowser is really Bowser, so defeat him to finish the game.

CHALLENGE

The most difficult aspects of this particular World are the two sets of Hammer Brothers you have to get past. They can really put a crimp on your plans. The Red Coins are the easiest part is grabbing the Yoshi Egg and mixing them both trily and sudden doom. And don't forget the un-forgo not leaving a gap!

TARGET SCORE: 32,000

CHALLENGE

Another of those distasteful underwater sections where time is of the essence, but thankfully most of the Red Coins are easily swigged - apart from the second one (and the Yoshi Egg), for which you will need exceptional swimming skills. Points are scarce here, so a fast completion time is all-important.

TARGET SCORE: 24,000

CHALLENGE

As you probably expect after such a tough section, this World is relatively easy - just utilise the same tactics as you did for World 23 and you won't go far wrong. Don't collect the fourth Red Coin by leaping. Instead, jump over it and land on the adjacent platform, then edge left to collect it. Aim for High Time and Playable bonus time is all-important.

TARGET SCORE: 20,000

CHALLENGE

Collecting the first Red Coin here is an extremely arduous task. You'll probably need a number of tries to perfect your timing, but you'll be glad you persevered. As with World 4-4, some of the Red Coins are placed in awkward positions which take you off course, so be sure to make up for lost time whenever you get the chance to run through the rapids.

TARGET SCORE: 16,000

CHALLENGE

One of the longest Worlds in the game, so get your skates on. You can use the Buzzy Beetle (wedged between the first pair of pipes) to rack up points. Everything else is reasonably simple, but remember the Red Coin in the underground bonus area.

TARGET SCORE: 48,000

CHALLENGE

You'll need to locate the Hidden Coin Block to reach the first Red Coin, but the third is a bit of a nightmare. You must take a run-up, leap on to the pipe below at full speed, then make a jump for it. Worse still, you won't make it unless in one piece so cut the leap short and land on the ledge below.

TARGET SCORE: 26,000

CHALLENGE

A tricky World at the best of times, this time it's even worse (fireballs are a great help here).



The first Red Coin is above Bowser at the start of the level, so don't miss it. The fifth Red Coin is an awkward bouncer. You'll need to use precision jumping to stay alive.

TARGET SCORE: 24,000

CHALLENGE

Providing you're already reasonably adept at this World (and you probably are), grabbing all of the Red Coins won't be a major problem at all. Apart from the Coin High above Bowser's head, that is for which you'll need a good run-up and more than a few prayers.

TARGET SCORE: 16,000



SUPER MARIO BROS FOR SUPER PLAYERS

Everyone aboard for a blast from the plumber's past...

Known to some as the 'Lost Levels', this set of 32 unique Worlds is actually the Japanese version of Super Mario Bros 2. Dating back to 1986, the game was previously only released in Japan for the NES disk drive, which sadly never took off (though the Lost Levels did appear in Super Mario All-Stars on the Super Nintendo machine).

The premise of the game is identical to Original 1985 Mode in that you must make 7 to the end of each World, trekking through eight different castles to defeat Bowser and save the Princess Toadstool (she obviously never learned her lesson). Again, there are eight different Worlds split into four sub-Worlds, which follow the same template as Original 1985 Mode. The first is always land-based, the second is either a dungeon or underwater, the third land or bridge-based, and the fourth is always a castle.

In order to activate Super Mario Bros for Super Players, you need

to score at least 300,000 points in Original 1985 Mode. Enter your name on the Records screen and a picture of Luigi's head will appear on the Main Menu. Select this to start. You'll find that all the usual features, enemies and secrets are present, along with a few new additions like the Poison Mushroom, Red Piranha Plant and the Green Springboard feature.

Despite these minor differences, the Lost Levels are expert stages designed for the most elite Mario players, something which will become evident in the final couple of Worlds. Should you manage to complete all of the Worlds, you'll earn a special medal for the Album. The very best of luck, because you're sure to need it!



GENERAL TIPS

Save the game every time you start a new World. You don't want to fall too far back when you fail a challenge.

You have unlimited continues, so make the most of them. Practice makes perfect, and in this case it's true.

Time limits are identical to those in Original 1985 Mode, so don't rush too much.

Take your time in the castle Worlds, as there's no bonus for any time remaining.

Use Fireballs to defeat a Bowser for 5,000 extra points. You know how valuable they will be to you.

If you get killed on World 8, you always start from the beginning of the World.

The Red Piranha Plants appear from World 3 onwards so take care!

Watch out when fishing for bonuses, as you might uncover a Poison Mushroom.

The art of bounding across gaps using Koopa shells is vital, so practise, practise, practise!

Don't hop down pipes and climb vines without checking the map. You could be zapped back to previous Worlds.

WORLD 1.1

TIME LIMIT: 400
ENEMIES:



WORLD 1.2

TIME LIMIT: 400
ENEMIES:



WORLD 1.3

TIME LIMIT: 500
ENEMIES:



WORLD 1.4

TIME LIMIT: 500
ENEMIES:



WORLD 2.1

TIME LIMIT: 400
ENEMIES:



WORLD 2.2

TIME LIMIT: 400
ENEMIES:



WORLD 2.3

TIME LIMIT: 500
ENEMIES:



WORLD 2.4

TIME LIMIT: 500
ENEMIES:



GREEN SPRINGBOARDS IN LEVELS THAT TIME FORGOT



It's quite eerie dropping into these new levels for the first time, simply because there are so many unknowns. Take your time and plough through them methodically.

Though there are plenty of nice bonuses, Poison Mushrooms are dotted around all over the place (particularly in the underground area). Uncover one here.

and you'll have to use some pretty fancy jumping. The only tricky part on this World is getting down the pipe to the underground area. Approach it from the right.



Three Warp Zones here. Popping up the vine will allow you to Warp to World 3, walk over the next pipe to Warp to World 2, or drop down the first pipe after the next pipe.

to Warp to World 4. There's also a pipe just before the third Warp which leads to an underground bonus area. This takes you back to an earlier point, but you can still reuse

your steps and Warp to World 4. There are some tricky jumps, notably the first water jump and the four 'drooper' platforms. You'll also have to use the 'Duck Slide' technique



This World is a good illustration of things to come, so getting through it in good shape will set you up for the following challenges. There are plenty of awkward

tricky jumps and impossibly huge gaps. Don't be overawed. Whatever state Mario is in, keeping the B button held at all times is essential for getting the title.

bit of extra speed and distance that you so badly need. Expert use and control of the one saw platform is something of a necessity, as often they're the only way of getting across some gaps. Aside from that, the only other surprise is the addition of Blooters, who behave exactly as they do underwater, except that now you can stomp them out of the way.



You can't fail to notice that the pace is really hotting up now, as these castle Worlds are much tougher than those from Original 1985 Mode. The first major change

is the faster speed of the Fire Bars, making them far more difficult to avoid. They're a tough proposition no matter how skilled you are now. The second major

change is the addition of 'normal' enemies in awkward areas. Make sure you take the upper route, because it will enable you to get across the first big gap with relative ease. Then, if you can, take a running leap over the Koopa Troopa. It's highly unlikely that you'll have fireballs at your disposal by this time, so use the platform to jump clean over Bowser's head. Victory is all the sweeter when it's a tough challenge, and you'll discover that Bowser is really a Goomba.



More tricky jumps to contend with. The abundance of Koopa Parasiticoas can be a problem, so it's better to pick them off one by one. The underground and cloud

bonus areas are worth a visit. Another new feature is the Green Springboard which rears its head later on, and it's worth spending time getting used to it (particularly as

Mario will be out of sight for most of the jump). You don't have to use them on this particular World, but there's a hidden 1-Up which you can get by using it.



Another wealth of taxing jumps, so if you're just plain old Mario it's well worth seeking out a Power-Up or two to enhance your status. Consult the maps and take your

time, as many jumps are very unforgiving (especially the one before the invisible Spammer). Use the plethora of Koopa Troopas to rack up some serious points, and in

the underground bonus area try not to hit the Hidden Poison 1-Up! To reach the bridging platform, use SuperFerry Mario and a decent run-up to gain enough height.



Only two words adequately describe this level - incredibly hectic. With the Cheep-Cheeps raining down like there's no tomorrow (and there might not be for

you, if you're not careful), the first instinct is to run along at full pelt, but the huge number of small platforms prohibit this (as do the many Koopa Troopas,

patrolling some of the more awkward spots). Tackle each platform as it comes, edging forward and tapping the UP button to land a careful watch on the skin. In case you haven't already learnt your lesson, always look before you leap (or even stop to consult the map) to avoid hitting any Koopas. Make sure you grab the Power-Up too, as it will prove enormously useful on the next World.



There are quite a few extra enemies to contend with on the castle World, but if you're Super Mario there won't present too much of a problem (most of them,

especially the Goombas, can be jumped over quite easily). Take your time on the first two jumps, and be sure to opt for the lower route when you reach the

subsequent corridor of Fire Bars (very menacing, but nothing you can't handle with a little care and patience). Bowser's fireballs can cause you some serious headaches thanks to the placement of some platforms here. If in doubt, always retreat. Unfortunately, you can't jump over Bowser on this World as there's a wall in the way, so you've got to get him with fireballs or run underneath him. You'll find out that Bowser is really a Koopa Troopa when he's defeated.



DON'T FORGET THE WARP FACTOR, CAPTAIN!

WORLD 3.1

TIME LIMIT: 400
ENEMIES:

This is another fairly complex World, boasting an unusual route (as well as a Warp Zone which will take you backwards to World 1). Dispose of the Hammer Bros, then blunge through collecting every bonus you can. Ignore the first underground bonus area, as it



WORLD 3.2

TIME LIMIT: 300
ENEMIES:

The first of the underwater Worlds and, as you'd expect, much more testing than any you've encountered previously. Slow, methodical progress is once again by far the best tactic, and try to stay on solid ground as much as possible. There are a few Koopa



WORLD 3.3

TIME LIMIT: 300
ENEMIES:

Similar to World 3.2 in many respects, especially the tricky jumps and heavy reliance on See-Saw platforms. Again, you must keep the B button pressed down at all times in order to get the vital speed and distance you will need to succeed here. Launching yourself off



WORLD 3.4

TIME LIMIT: 300
ENEMIES:

Reasonably simple and straightforward when compared with the last couple of castle Worlds, you've had to cope with. This one requires Mario to follow the correct route (which, of course, is only done via a quick glance at the map). The first couple of jumps are very tricky and require



WORLD 4.1

TIME LIMIT: 400
ENEMIES:

There are some decent jumps and manoeuvres on this World, so you'll need to use every ounce of skill (particularly as the mighty Lakitu is back with a vengeance), and the Red Piranha Plant makes its debut here, too. The water jump, preceded by the springboard, is



WORLD 4.2

TIME LIMIT: 400
ENEMIES:

A potential nightmare World, mainly because of Lakitu and the dreaded Hammer Bros. Dodge your way past the cannons (you're only safe if you're at the highest point), then stamp Lakitu as soon



WORLD 4.3

TIME LIMIT: 300
ENEMIES:

As with Worlds 3.2 and 3.3, once again there's a great amount of long, precise jumps utilizing a variety of moving, falling, and see-saw platforms. Although this can get a little tedious, the practice is invaluable and the skill will provide great rewards when it comes almost as second nature. Use Mario's



WORLD 4.4

TIME LIMIT: 400
ENEMIES:

Another tricky castle world, this time thanks to the rather sinister Pir Pirats which move at an astonishing speed. If you don't have Fireballs, the going gets really tough when enemies such as Goomba and Koopa Troopa



OR MARIO WON'T BE BOLDLY GOING TO NEW WORLDS

leads to the backwards Warp Zone, and continue through to the second one – this brings you out near the Vine Block. Grab the nearby Power-Up, hit the Vine Block, then head up into the cloud bonus area. You'll need to use SuperFairy Mario to reach some of the higher ledges and pipes.



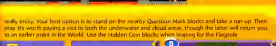
Troopas dotted around, most of which are easily stomped out of the way, but always keep a close eye on the Bloober. Often, the complex scenery makes it very difficult to spot and avoid them. Use the Hidden Coin Blocks next to the Flagpole to your advantage.



of the Green Springboard will help you get as far as the Red Koopa Troopa, but it's advisable to avoid doing this and opt to grab the Power-Up instead. Before exiting the World, make sure you collect the maximum Flagpole bonus. It's dead easy for someone of your calibre and experience – just avoid the Koopa Paratroopa (or blast him out of the sky with a few Fireballs if you have them – it's much more fun).



near-perfect timing to achieve success. The narrow passageway allows the first Piranha Plant to be easy to negotiate as long as you keep the B button held down (Mario can run along the bottom, while Super or Fairy Mario will have to scoot along the next platform up). After this, it's a case of avoiding the Podoboos and Fire Bars (sounds easy, doesn't it? Well, it is). There's no platform above Bowser's head, so dash underneath him to get past. Bowser is really a busy beetle.



really tricky. Your best option is to stand on the nearby Question Mark blocks and take a run-up. Then pray. It's worth paying a visit to both the underwater and cloud areas, though the latter will return you to an earlier point in the World. Use the Hidden Coin blocks when leaving for the Flagpole.



as he appears. Unless you have Fireballs, the first of the Hammer Bros is pretty tricky to get past (though you can lure him to the left, then stand on the Coin Block and leap over him). To get past the second one, duck into the underground bonus area (if you're Super Mario here, grab the Power-Up!).



extra speed wherever possible. The second Springboard is useful only if you are trying to collect every coin. Unless you're 100 per cent sure of your ability to stop on a dime, don't touch it. If you're Super or Fairy Mario, many of these jumps are much, much easier. Make sure you grab the Power-Up if you have just the regular Mario.



appear (particularly the latter, as you'll have to avoid three bouncing shells). The fifth Fire Bar is incredibly tricky to climb on, as you need to take a running jump, slide up the wall, then drift up and to the left, then quickly jump off as the Fire Bar moves around. Run under the Hammer Bros, stay at the bottom, then hold the B button and tackle the lava pit without stopping (it's the easiest way). Bowser is easy to defeat and this time it turns out he's really a Sprink!



SUPER MARIO TOY BOX

Make a note of the next Millennium party night!

As a bonus for Game Boy players, Nintendo have taken the care to include a mass of extra features to keep you entertained even if you've finished the entire game. Initially the Toy Box consists of just the Calendar and Fortune Telling sections, with the Load Hole and Yoshi Egg Finder opening up after certain criteria have been met. Though most of the functions are purely just for fun, if you have a Game Boy Printer there's a wealth of neat stuff to print out.



CALENDAR



Accessible without the need to earn masses of points or complete all of the Worlds, the Calendar is, as its name suggests, a calendar. The dates run from May 1999 to December 2000, and you can mark any specific date with a note or reminder. However, it probably only comes in really handy if:

- 1 a) you never play anything other than Mario Bros.
- 2 b) you're very disorganised or forgetful.
- 3 c) you expect to live for another 1000 years.



To mark a date, simply press the A button, choose Mario, then highlight the relevant date and press the A button again. Once you're done, job the SELECT button to cycle through the marked dates. Handily, it also comes complete with three days already marked, one being the Japanese release date for Super Mario Bros. How interesting!



YOSHI EGG FINDER



This handy little device only becomes active once you have found your first Yoshi Egg in Challenge Mode. When selected, it will randomly search through all 30 Worlds and, once you press the A button, it will slow down and finally stop, showing the approximate location of the Yoshi Egg on our particular World (whether in a hidden block or not). If you don't fancy using our handy maps, it's a nice little way of showing a subtle clue without spoiling the challenge, even if you don't have any say about which specific World you get to see.



WORLD 5.1

TIME LIMIT: 300

ENEMIES: 10

Not that tricky compared to some earlier Worlds, though you should take care when trying to shimmy past the upside-down Red Piranha Plants (keep your jumps low and long). It's worth a trip to the underground bonus area to meet out a



WORLD 5.2

TIME LIMIT: 400

ENEMIES: 10

A complex World with multiple routes and two Warp Zones. If you're Super Mario, you can upgrade to Fiery if not, take the lower route, buff the Power-Up, then chase it to the right. A bit further on, bash a hole to the left, then bash the block twice to make the 3-Up appear and



WORLD 5.3

TIME LIMIT: 300

ENEMIES: 10

Yet another World demanding pixel-perfect jumping skills and a great deal of courage and daring to succeed. The first part is a little strange, as the scenery loops continuously until Mario ducks down the correct pipe. If you're Super Mario, leap off after the first pipe, then take a running leap

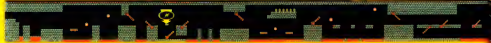


WORLD 5.4

TIME LIMIT: 300

ENEMIES: 10

Quite a hectic, action-packed castle World, due to the abundance of tiny platforms and the sheer volume of tricky time-eat-on-you're-dead jumps. The best piece of advice we can give you is to really take your time. There are plenty of safe areas to stop and wait for the best moment to leap over



WORLD 6.1

TIME LIMIT: 400

ENEMIES: 10

Compared with previous Worlds, this one is quite a simple and relaxing romp, with only a couple of tricky points. Run under the first Hammer Brother if you don't have the Fireballs to defeat him, but tackle the second by



WORLD 6.2

TIME LIMIT: 400

ENEMIES: 10

The second (and final) underwater World you'll have to tackle. The main problem stems from the badly placed axis coral, which often forces you to swim into the mouth of a pack of Cheep Cheeps (and makes it equally difficult to out-run any Bloobers on



WORLD 6.3

TIME LIMIT: 300

ENEMIES: 10

This is a hectic dash across a landscape littered with falling Cheep Cheeps. Once again, there's no real opportunity to clear vast distances quickly, as many of the platforms are exceedingly short (indeed, there are plenty of tiny platforms to make life even trickier). The Red Koopa Troop



WORLD 6.4

TIME LIMIT: 300

ENEMIES: 10

Another castle World, and, as you might have guessed, another one of those tricky routes to follow (thankfully, like World 3-4, all that's required is a quick glance at the map). The first Pee Bar can be tricky to avoid. Make sure you start your run on ground level and 'bribe' as



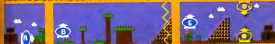
THEY SURE DO MAKE LIFE EASIER FOR MARIO!



troublesome high jump. The three huge jumps are pretty easy to leap, though make sure you hit the hidden ladders for a longer run-up (and an extra life). The latter half of the World is very pedestrian – take the wire up to the cloud area and you'll emerge in a Warp Zone leading to World 6.



change direction, it'll drop down the hole. Bashing the Vine Block is tricky as you have to jump off the moving platform, but the subsequent Warp Zone takes you to World 8. If that's too taxing, use the platform to jump to the top and run to the World 7 Warp Zone.



up to the higher pipe and duck inside before the Blooper arrives to have a go at you. The final section can be very difficult indeed, and hopping on to the moving platform requires both skill and patience (particularly with the Bullet Bills flying aimlessly around the screen).



a Podoboos or Fire Bar. It doesn't really matter which route you take, but be sure to keep an eye out for Bowser's fireballs, as they cause more problems here than anywhere else. This time it's far too risky to jump over Bowser using the platform – use fireballs or run underneath him. Bowser is really a Lakitu.



bashing the platform beneath him. Though it can be difficult to drop down on to the pipe, you should definitely go through the underwater area, as it's fairly straightforward (and you'll avoid having to attempt a devil's jump). The final set of pipes are easy to get past, providing you take them slowly.



your tail. As before, stick to the bottom as much as possible, stepping occasionally to manna the situation. In most cases, it's better to wait for a Blooper to swim away rather than try to scurper while it's not looking. Use the Hidden Coin Blocks at the end of the World to reach the top of the Ragpole.



aren't really a problem, but often it's very easy to accidentally run into a Green Koopa Paratroopa – so be methodical and don't rush. There are a couple of instances where you'll probably need to bounce across a gap using a Koopa. Make sure you hold the B button for extra speed.



you jump the lava. The Hammer Bros are easily dodged, but the second lava pit does require a little care. It's not particularly tricky, but you do have to time your jumps carefully. Bowser's firing hammers this time, but is easily defeated with fireballs. This time, Bowser is really a Lakitu.



FORTUNE TELLING



This is more a fun feature than a serious gameplay enhancement. Simply select a card, any card, (then wait for your fortune to be revealed (which you can also print out on the Game Boy Printer, if you so desire). Depending on how your luck is holding up, you'll get one of the following cards:



Business Badshot – Extremely Lucky
Mario – Very Lucky
Luigi – Lucky
Koopa Shell – Unlucky
Bowser – Extremely Unlucky



Though the majority of the fortunes are somewhat useless during the game, getting the Extremely Lucky fortune will bless you with a unique 5-Up, allowing you to start the game with ten lives instead of the usual five (this applies to both Original and Mario and Super Mario Bros for Super Players). Note that you'll need to repeat this every time you turn on the game. Here's a list of the various fortunes from each category, most of which do contain useful snippets of advice for the quest ahead:

EXTREMELY LUCKY



Kindness given a returned reward
Fortune awaits you in the clouds
Good things come from hard work
Good friends bring good news
Worries naturally melt away
With a Fire Flower you'll beat Bowser
Look below to find what you seek
Sternly words bring sunny days
Keep a good grasp. Fortune will last.

VERY LUCKY



Luck arrives with the cat's paw
Active bodies breed active minds
An eye to the sky reveals Red Coins
To create magic is to create joy
Pipe cleaning brings rewards
Wonders of the water cast fear aside
Stamp a shell and dreams will swell
Keep your head up. Find what you seek
You shall achieve great victories.

LUCKY



dreams leak in watery depths
Old tunes bring new fortune
Beware of winds from the west
He who thinks of you is beside you
Fortune is hidden in bricks unbroken
Solutions are within your grasp
Feelings shared will be understood
Victory is yours in the coming race
Boxes may contain clues to the quest

UNLUCKY



What you seek is right beside you
You will not find true love this day
Sincere apologies renew friendships
Kicked shells may bounce back
The Warp Zone speeds success
Rampaging on spikes leads to sore feet
Careless looking causes one to fall
Only a challenge clears the mind
A/V. Made victory is not your fate

EXTREMELY UNLUCKY



Don't count Yoda before they hatch
Changing old habits yield new success
Favourite tunes never fade
Pleasant Koopties out-thwart success
Seek answers in a friend's advice
Bowser's breath engulfs the future
Victory in a race may wash pain away
Leave impossible dreams to dreamers.



IT'S A RACE TO THE FINISH NOW, BUT WHAT

WORLD 7.1 TIME LIMIT: 400 ENEMIES:

A reasonably straightforward level with only a couple of (non-essential) tricky jumps to contend with. You must take special care crossing the first stretch of water, as there are Green Chees



WORLD 7.2 TIME LIMIT: 400 ENEMIES:

The first part of this particular World loops continuously, and the only way forward is down the pipe. Getting to the pipe, however, is very tricky. When you reach the solid platform before the Koopas, drop off the moving platform and then back up just a litle



WORLD 7.3 TIME LIMIT: 300 ENEMIES:

A fairly mammoth World, but don't let that put you off. Most of the huge gaps can be traversed quite easily by using the Green Springboards. Mastering this device is essential. Hold the B button, then jump on it and tap the A button to perform a huge leap. Mario will remain off screen



WORLD 7.4 TIME LIMIT: 400 ENEMIES:

You'll need to be very quick on your feet to avoid getting hit by the first Fire Bar. Push DOWN to look to the bottom of the first drop, then time your descent accordingly. Use the Power-Up Block to leap on to the moving platform at the highest possible point, then keep



WORLD 8.1 TIME LIMIT: 300 ENEMIES:

This world hosts two of the iciest jumps in the game. For the first boggle, take a run-up, leap on the ledge, then on to the Koopas as they descend. After this, use the buzzy Beret to wipe



WORLD 8.2 TIME LIMIT: 400 ENEMIES:

Amble carefully through to the Springboard, then leap up to the top. Tap the DOWN button so you can see the floor, then leap on to the staircase below. The next jump is exceedingly tricky, as you need to bounce off the Koopa, hit the Vine Block, then steer



WORLD 8.3 TIME LIMIT: 300 ENEMIES:

The first part is quite easy, but make sure you stomp Lakitu as soon as possible. At the top platform, take a running leap to clear the next few gaps. Unless you have Fireballs, some tricky running, leaping and jumping is the only way you'll beat the Hammer Bros



WORLD 8.4 TIME LIMIT: 400 ENEMIES:

The final World is a non-stop barrage of awkward jumps and taxing scenarios. Make the first jump by dropping to the platform below and taking a run-up. Use the Koopas to bounce onto the first pipe and head



DOESN'T MEAN THINGS ARE GOING TO GET EASIER!



ality (as well as those tricky Bullet Bills). If you want to get to the pipe which leads to the rather massive bonus areas, you'll need to bounce across on

the Koopas. It's much easier said than done, but it is good fun and the end result is well worth the effort. Not only can you rack up thousands of extra points,

but you'll also bypass a couple of Hammer Bros. Watch out for the cannon near the Flagpole. You don't want to get hit for and then have it all blown away, do you?



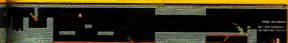
As the Koopas rise, take a huge running jump and bounce up on the second and third Koopas. The third section is especially difficult, as there's no way to dispose of Lakitu. Keep the B Button held for extra speed and keep moving. The final platforms are tricky - try and tackle them without stopping.



For about six seconds, so move quickly to the right and find a solid platform for him to land on (he'll drop on to the screen from underneath the score to make sure this is lined up with a platform). Almost all of the jumps can be tackled like this, but take care to avoid the Fire Bars on the final stretch.



leaping across (you should just make it). The next Fire Bar also requires some fast moves, though you can get quite close to it if you duck out of the way. Jump across all of the following gaps to avoid lava and finish by leaping, then smash Bowser in the time-honoured fashion. It turns out he's a Hammer Bros here.



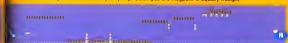
At the first of the Hammer Bros. The second leap is a bit more forgiving, but you'll have to start your run from the Piranha Plants page. If you don't feel safe leaping for the Flagpole, drop to the ground and take a safer jump instead. Avoid going down to the underwater area as it will lead you back to World 3.



Move on to solid ground (stand on the platform to the left, and take a big jump just as the Koopa is about to draw level with Mario). Hop up the wire to exit the level - if you don't, you'll have to face Hammer Bros and Poison Mushrooms again - then leap down the final pipe and retrace your steps.



The second jump is probably the hardest in the game. It involves taking a running jump on to the springboard, then across two Koopas. Timing is crucial. Run forward and wait until they descend, then run back as far as possible and start your jump. Getting to the Flagpole is equally fraught.



down it. Grab the Power-Up and go down the next pipe (you'll have to drop onto the pipe from above so be careful). Jump over the Question Mark Blocks, catch the moving platform, then walk under the single block before the Fire Bar and jump up. The final area is reasonably simple, even if there are two Bowser's.



SECRET TOAD ROOM



The game up after you complete the first castle (World 3-4) from Original 2005 Mode, and initially contains just one lone Toad sitting at the table. Completing subsequent Worlds will introduce the more Toad characters, with the Princess appearing once you've got through World 8-4. Each person has their own particular function, most of which are designed exclusively for use with the Game Boy Printer...



- Toad 1: Contains five different banners (which you can add text to).
- Toad 2: Contains five different banners. The variety is good.
- Toad 3: Contains 13 different sprite animations of Mario and his enemies.
- Toad 4: Contains ten different pictures (which you can add text to).
- Toad 5: Contains eight different logos and portraits - there's something for everyone (well, almost).
- Toad 6: Contains four different banners (which you can add text to).
- Toad 7: Contains 15 pictures of various game graphics - what a bonus!
- Princess: Contains four different pictures (you can choose which one appears when you first turn on the game).

In addition to the various images and banners, Toads 1, 4, 6, and the Princess all make use of the Melody Function, which enables you to create a tune by entering notes and symbols where you would normally enter text. Simply enter your tune and select END, then press the START button to hear your masterpiece. In the case of the Princess, her tune is also played when you first turn on the game.

Constructing tunes is simple when you get the hang of it. First, enter a note type (quarter, eighth, or sixteenth, depending on the length of note you require), followed by your tune, which must use the capital letters from A to G. You can make any note an octave higher or an octave lower, a sharp, an octave higher and sharp, or an octave lower and sharp by clicking on the relevant adjustment symbol immediately after entering the desired note. You can also specify a 'rest' by using a full stop, and even mix 'in' match notes by adjusting symbols as necessary. Go on, experiment!





SUSSED!

TWO GAME BOYS AND TWO COPIES OF THE

SUPER MARIO VS. MODE



The Vs. Mode is a frantic race to the finish set across eight unique Worlds, allowing you to pit your wits against another player by linking up your Game Boys (of course, you'll also need two copies of the game). For single players, there's also a secret mode, You Vs. Boo, which allows you to race through the same set of Worlds against a computer-controlled opponent (see below). The basic rules for Vs. Mode are as follows:

The winner is the first player to reach the Flagpole or Bowser at the far right of the World.

Should the time run out, or both players die at the same time, the player with the most Coins will be declared the winner.

If both players are unsuccessful but have an equal number of coins, then the game will be declared a draw.

If a player is killed – whether by an enemy, a Spiny Block, or falling down a hole – the other player wins automatically.

If a player dies, the other player's game will continue for a few seconds. If they die during this time, once again the player with the most Coins will be declared the winner.

VS. MODE TIPS

If you really fancy humiliating your mates in style, there's only so far that practising will get you. As luck would have it, here are a few useful tips which will give you the upper hand.

1 If you manage to find an **Invincibility Starman** during the game, be sure to use the extra speed to your best advantage.

2 Try not to hit any **Power-Up blocks** if you're invincible, as this will bring the invincibility effect to an abrupt end.

3 It's possible to momentarily hinder your opponent by bouncing a well-aimed volley of fireballs at their rear.

4 If Mario (or even Luigi) successfully collects a **Fire Flower**, then you will be awarded five extra coins.

5 You must get used to the other player's character appearing behind the scenery on your screen. It's very distracting, but ignore it as best you can and try to concentrate only on what your character is doing. Single-mindedness is the key to success.

YOU VS. BOO MODE

As mentioned earlier, if you do happen to have any spare charms with a Game Boy, you can always indulge in 'Racing Mode' with a computer-controlled opponent instead – in this case, a rather ratty little ghost called Boo. To access You Vs. Boo Mode, you'll need to score over 100,000 points in the Original 1985 Mode. A Boo icon will then appear on the Main Menu – select this to begin.

Racing through the same Worlds encountered in Vs. Mode, the aim once again is to be the first to reach the Flagpole (or Bowser) at the far right of the World. This is slightly more difficult than

playing a human opponent, however, as the various tricks and traps do not affect little Boo (indeed, he even flies through walls, as ghosts are known to do from time to time).

Boo starts off pretty slow, so it's not too difficult to beat him on the majority of the Worlds. Should you manage to win by a significant margin, the Boo ghost on that particular World will change colour and become a little faster than before. Starting off white, Boo will change to green, then pink, then finally to black should you manage to defeat him a third time. The ultimate aim is to beat the black Boo on all eight Worlds, which is considerably easier said than done.

If you manage to defeat Boo, but not by a big enough margin to make him change colour, he will take your time for that particular World and race at that speed for any subsequent attempts. This means that if you retry a World you've already won (whether for fun or to get Boo to turn green), you'll need to race faster than your previous best in order to defeat Boo. Luckily, you can erase this information (along with any coloured Boos) by choosing the relevant World and pressing START.

One final snippet of useful advice: if you're doing particularly badly, rather than forfeit a game, your best bet is to hit START and choose 'Retry' to begin that race again, or 'End' to head back to the World selection screen.

GENERAL TIPS

Here are a few general pointers which are applicable whether you're playing against a friend or racing alongside the formidable Boo.

Flurry Lasec!



Flurry Blast!



1 On the World Select screen, pressing **SELECT** allows you to choose between Mario, Spiny Mario and Flery Mario (the same rule also applies to Luigi).

2 Keep the **B** button held at all times in case you need all the extra speed you can muster.

3 Use the maps in advance to mentally prepare the best route through the World.

4 Instead of hitting a **Face Block** to get past **Reversibin Blocks**, try jumping over them instead – it's much faster.

WORLD



WORLD



WORLD



WORLD



WORLD



WORLD



WORLD



WORLD



Go on, dare me to stay Boo to a ghost!

GAME - ALL YOU NEED FOR HEAD-TO-HEAD ACTION!



1.1

Quite a gentle introduction to the chaos of the other Worlds - which is nice. The mass of blocks near the beginning can be awkward to negotiate,

and by far the best tactic is to go over the top and run as fast as you can across the gaps. Keep to the bottom for the rest of the World, but to get past the

imposing tower of blocks near the end make sure you hit the Face Block just ahead of the slope to save yourself those precious seconds.



1.2

Things look pretty straightforward at the beginning of this World - and they are. Take the upper route instead of the lower one. At the earliest opportunity,

jump up to the very top of the screen to avoid the myriad of obstacles below. This should get you through a fair chunk of the World with ease. At the

end of the World, be sure to hit the Face Block and go over the blocks, rather than underneath and over the wall.



1.3

This is the first time you'll encounter the awkward 123 Blocks, and it's very important to learn how to deal with them efficiently if you're to progress.

swiftly. In this instance, try to stay above the 123 Blocks and jump over any gaps, rather than drop down to the bottom of the screen. It's vital that you

buy time to navigate the 'S' bend in the middle of the World, which can be a real pain (especially when in Yoo Yoo, Boo Mode).



1.4

The Spiky Blocks make their debut here, toggling between a safe, solid block and a lethal bunch of spikes whenever the 123 Blocks are activated.

Running jumps are essential to navigate the first few sets of Spiky Blocks, and towards the end you'll need to use huge, pixel-perfect leaps to get across

the lava pit safely. Bowser is the 'boss' in the centre of the World or you can waste ages in here. At the end, run underneath Bowser to complete the World.



2.1

The Trampoline Blocks make their first appearance, and they are as annoying as they are abundant (and that's saying something!). Make sure you

begin the World as Super Mario or Fanny Mario in order to bash away the bricks blocking your path near the start. The rest of the World is reasonably

gameless, but at the end of it, you'll need to quickly hit the Face Block and scramble carefully up the slope to exit and safely move on.



2.2

If you haven't honed your swimming skills, now's the time to regret it! Keep to the bottom for the most part, but take extreme care when navigating the Spiky

Blocks, and if it looks like you're about to collide, your optimum tactic is to drift downwards. Apart from the Spiky Blocks, there are no other serious obstacles to

confront with - apart from a few dead ends, that is. Keep an eye on the map at all times and you'll spot them before they give you trouble.

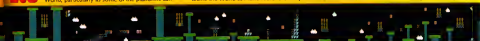


2.3

Being able to keep ahead and stay in control of the 123 Blocks is of paramount importance on this World, particularly as some of the platforms can

turn into Spiky Blocks right beneath your feet (what a nightmare!). Ironically, it's much better to tackle the World as Mario rather than Super Mario,

as it's safer to run under some of the Spiky Blocks than jump over them or waste time hitting the 123 Blocks. You want to finish the game, don't you?



2.4

Undoubtedly the toughest of the bunch, primarily due to the mass of Spiky Blocks which lurk in the latter half of the World. Again, start off as Mario in

order to sneak through as many nooks and crannies as you possibly can. If your jumping skills are up to it, try to get up to the top of the World and leap

across using the 123 Blocks (this is not for the faint-hearted, so be warned!). Again, run underneath Bowser at the end to complete the World.



SUPER MARIO ALBUM

One of the nicest features of the game is the addition of the Photo Album, which fills up with pictures as various tasks are completed and events activated. It's always advisable to check the Album after each game to see what photos you've accumulated, and even if you manage to complete the entire game, there's always the incentive to go back and complete your collection. You can even print them out as stickers on the Game Boy Printer!

PAGE 3 - AWARDS

All of the pictures on this page are Awards, which are earned at key points during the game. As you might expect, this usually involves completing a difficult, challenging, or long-winded task.



Believed her the Toads and Bowser has the MTA. Now we've got the MTA - for service to gaming, simply!

Toad Award: Beat the total Challenge Score.
Peach Award: Collect all 96 Challenge Medals.
Mario Award: Clear World 8-4 in Original SMS Mode.
Bowser Award: Complete the Star Courses.
Yoshi Award: Complete Super Mario Bros. for Super Players.

It's like that you can look back on some of the events you've experienced with Mario. Being a particular game. And there's no denying that!



PAGE 2 - EVENTS

The snaps featured on this page are all tied to particular events which occur during the course of a game.

Upper Left: Activate the Fireworks at the end of a World.
Upper Middle: Find a 1-Up Mushroom.
Upper Right: Uncover one of the Vine Blocks.
Middle Left: Play Vs. Mode against a friend via the link cable.
Middle Middle: Rescue the Princess (complete Original SMS Mode).
Middle Right: Trade Records with a friend via the GB's Inland Link.
Lower Left: Collect all of the Red Coin Medals in Challenge Mode.
Lower Middle: Collect all of the High Score Medals available in Challenge Mode.
Lower Right: Collect all of the Yoshi Egg Medals when playing in Challenge Mode.



They may be smaller, but you can't forget them - or what you did to them - so long as you bring the photo album around.



PAGE 3 - CHRONOS

This page covers all of the enemies from the game, and keeps a tally on those you've fireballed, bashed, or stomped during your adventures.

Goomba: Stomp, fireball, shell, or bash to death.
Boo: Fireball, shell, or bash to death.
Boomerang Bros.: Stomp, fireball, shell, or bash.
Bullet Bill: Stomp, fireball, shell, or bash.
Koopa Troop: Stomp, fireball, shell, or bash.
Spiny: Peck with fireballs.
Booey: Stomp, kick, or shell.



For as challenging as it is, it's still nice when you recall the whole picture...

PAGE 4 - PLUQUE ONE
 This plaque, as in all good stider albums, consists of four different parts, which means that you'll have to complete four different tasks (in Original SMS Mode) in order to reveal the whole picture.

Upper Left: Kill Bowser on World 3-4 with fireballs.
Upper Right: Kill Bowser on World 3-4 with fireballs.
Lower Left: Kill Bowser on World 2-4 with fireballs.
Lower Right: Kill Bowser on World 4-4 with fireballs.



...and if you want more of the same, then you have to follow four more steps in Original SMS Mode.

PAGE 5 - PLUQUE TWO
 Another four-part picture, for which you have to defeat the last four Bowser in SMS Mode.

Upper Left: Kill Bowser on World 7-4 with fireballs.
Upper Right: Kill Bowser on World 7-4 with fireballs.
Lower Left: Kill Bowser on World 6-4 with fireballs.
Lower Right: Kill Bowser on World 8-4 with fireballs.



GAME EXPLOSION

ba-da-boom! The Complete guide to every Game Boy Color cart released in the world ever! (Well, near as)

4 PIN BOULDER 48%	ARMY MEN 72%	BLACK BUSTERS CLASSIC 45%	BLACK BUNNY CHAIN CASTLE 4 55%	CHUCK NUTTERS 72%	CLUE 42%
TE WIZARDS 43%	LEONARD 49%	BUTTLESHIP 74%	BACK-2-BACK 4 55%	CHIC 60%	CRASH BURNER RACERS 99%
CHIC 58%	ARMY MEN 72%	BUTTLESHIP 74%	BACK-2-BACK 2 79%	CRASH BURNER RACERS 92%	DRIVER 92%
ALL STAR TENNIS '99 69%	LEONE OFFENSIVE 76%	DAVE DICK'S MATHIN' W/ FRANK 49%	CONQUESTOR 45%	DAVE DICK'S TENNIS SNIKER 73%	DISCIPLINE 92%
ALL STAR BASKETBALL 90%	DAVE DICK'S FRIENDS 76%	BLACK BUNNY CHAIN CASTLE FISHING 36%	CRUISE 59%	DAVE DICK'S 1 AND 2 79%	GAME MASTER 99%
ALL STAR BASKETBALL 2000 79%	BALLISTIC 74%	BLACK BUSTERS: SHINY YELLOW 75%	CITIZENSHIP 91%	KIDNEY'S DEATHY AND THE BEAST 59%	CRASH BURNER RACERS: JETTY BITTS 61%
IT'S 71%	MARSH: OCEAN RESCUE 79%	SHUTTLE COASTAL 55%	TIME 42%	KIDNEY'S A SHIP'S LIFE 42%	SEA WARRIOR: REVELATION 74%
DAVE DICK'S LALA 67%	CHUCK NUTTERS: POLICE 49%	KIDNEY'S TROJAN 94%	FOOT 3000 92%	CRASH BURNER CHAIN CASTLE 5 64%	KIDNEY'S POCKET TOLES 96%
CRASH BURNER CHAIN CASTLE 5 64%	KIDNEY'S POCKET TOLES 96%	KIDNEY'S TOY STORY 2 94%	FI TROOP: COUNTERPOINT 74%	CRASH BURNER CHAIN CASTLE 6 64%	KIDNEY'S TOY STORY 2 94%

Planet's Guide to every Game Boy Color cart ever released. It does exactly what it says on the tin!



GAME explosion

GAME 5 WORTH CHALLENGE 2



Produce an action of choice. No. 1000. 92%

HURVEY RIDER



A big, heavy-duty truck. 91%

JAZZ! DISPOSED



Multiple. 95%

LEGEND OF THE RIVER KING



Behind. 99%

MONK OF SAVING



Don't. 99%

NATURE CHALLENGE



Look. 99%

GAME 5 WORTH CHALLENGE 3



Really. 92%

NEARBY



It's. 99%

NUOVO'S GREAT LAND



It's. 91%

SOLAR LINES SAVING



It's. 95%

STON IN BLIND



But. 91%

THE 4TH



It's. 99%

SEA-DEEP SAVED DESIG



It's. 99%

NOT JURELS STAY TOWN DRIVER



It's. 96%

WARRIOR'S PINBALL LAND



It's. 99%

LOCAL



It's. 99%

METAL HEAD SOLD



It's. 99%

NAR FIVE 45



It's. 94%

GOSSALL: THE SERIES



It's. 95%

HOLLYWOOD PINBALL



It's. 91%

HIN GIFFERY JIL'S SLAPSTICK



It's. 99%

LOONEY TUNES COLLECTION: BLUT



It's. 99%

MIDNEY'S BIKING ADVENTURE



It's. 99%

NFL BLAZE



It's. 95%

GO & THE ROAD TO G. GOING



It's. 92%

IN 2000



It's. 92%

ILAN



It's. 96%

LOONEY TUNES: GARNET CRUISE



It's. 91%

MIDNY PHOENIX TOWN TURBO



It's. 92%

EDMUNDIA ADVENTURES



It's. 99%

GRAND THEFT AUTO



It's. 91%

INTERNATIONAL THING & FIELD



It's. 99%

MASTED



It's. 92%

LOONEY TUNES



It's. 94%

MUSCLE CONTROVERSY



It's. 99%

EDMUNDIA 2



It's. 99%

JEREMY RICE SUPERHERO 2000



It's. 94%

PROSELYT JUNGLE



It's. 92%

NUOVO 90 COLLECTION VOL.3



It's. 99%

NUOVO 90 COLLECTION VOL.2



It's. 99%

NUOVO 90 COLLECTION VOL.1



It's. 91%

NUOVO 90 COLLECTION VOL.3



It's. 99%

NUOVO 90 COLLECTION VOL.2



It's. 99%

NUOVO 90 COLLECTION VOL.1



It's. 91%

NUOVO 90 COLLECTION VOL.3



It's. 99%

NUOVO 90 COLLECTION VOL.2



It's. 99%

NUOVO 90 COLLECTION VOL.1



It's. 91%

NUOVO 90 COLLECTION VOL.3



It's. 99%

NUOVO 90 COLLECTION VOL.2



It's. 99%

NUOVO 90 COLLECTION VOL.1



It's. 91%



Don't be frightened - I'm harmless, really!





GAME BOY
Color

Alfred's Adventure

SCOOBY DOO RICK



CLUCK!



DUCK!

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